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US
TRANSFORMERS
MORE THAN MEETS THE EYE

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CYBERTRON.
SKRRR RUTH
AHH, VECTOR SIGMA, AT LAST. THE HALLOWED ORACLE THAT IS HOME TO THE SECRETS OF TRANSFORMERS PAST AND PRESENT...
...AS WELL AS THE KEY TO MY FUTURE.

AUTOBOT

AIR RAID™

PRIMARY FUNCTION: WARRIOR

SUB GROUP: AERIALBOT

BIO

Of all the Aerialbots, Air Raid is the most spontaneous and fearless. More concerned with enjoying himself than his own mortality, Air Raid will fly right into a squad of Decepticons with his guns blazing rather than fire at them from a safe, long-range distance. Air Raid fears that thinking too much might make him a liability to his comrades, so he just acts instead. The other Aerialbots wish Air Raid would be more careful, but they appreciate his unconstrained, proactive attitude.

"IF YOU LOOK FIRST, YOU MAY NOT LEAP."



WEAPONS/ABILITIES

In vehicle mode subject is armed with Vulcan nose cannon and air-to-air heat seeking missiles. Can reach speeds of Mach 5 for 1,500 miles. In robot mode, subject wields torque rifle that applies 80,000 pounds per square inch of force to its target, severely stressing and/or shredding most objects. One of the few Autobots who can fly as a robot. Joins with the other Aerialbots to form Superion.

ALTERNATE MODE//

EARTH JET PLANE



WEAKNESSES

[From the Datatracks of Skydive, Aerialbot Strategist] Subject is his own weakness; his recklessness often puts him in a poor tactical position.

AUTOBOT

SUB GROUP:
AERIALBOT

FIREFLIGHT

PRIMARY FUNCTION: RECONNAISSANCE

BIO

Fireflight loves to relax and let his mind wander while he enjoys some of Earth's mountainous scenery from the air. Unfortunately, he often does this while flying at Mach 2. Fireflight is good-natured but easily distracted by his sense of wonder, and this makes him the poorest flyer of the Aerialbots. Team members avoid flying next to him in formation and constantly nag him to remain focused on his duties, which he only manages to do with great difficulty.

WEAPONS/ABILITIES

In vehicle mode, subject can fly at Mach 4 for up to 1,000 miles at a time. His main weapons in jet mode are missiles that detonate and release a self-igniting flammable mist subject calls "fire-fog." The high-temperature attack is destructive and difficult to extinguish, and inflicts collateral damage on any nearby targets. In robot mode, subject's photon displacer gun distorts lightwaves, effectively making its targets unable to see things as they actually are for up to 0.6 breems at a time. He merges with the other Aerialbots to form Superion.



"WHEN I'M FLYING, NO ENEMY IS SAFE – NOR FRIEND."

WEAKNESSES

Unless he is forced to pay attention, Subject is a risk to himself and others while flying.

ALTERNATE MODE//



EARTH JET PLANE

SILVERBOLT™

AUTOBOT

PRIMARY FUNCTION: AERIALBOT LEADER

SUB GROUP: AERIALBOT

BIO

From his persona as a determined warrior and commander to his sleekly designed aerial form, everything about Silverbolt belies the truth: he's terrified of heights. This surprising facet of his personality determines everything else Silverbolt does. He's constantly projecting a façade of stone-faced determination, which the other Aerialbots take as a sign of his leadership responsibilities. In reality, it's because he's trying not to show his fear. Optimus Prime selected him to lead the Aerialbots so he'd spend more time worrying about his troops and mission rather than his phobia. The pressure of thinking about his team diverts Silverbolt's attention from his problem, and he's become an excellent commander.

WEAPONS/ABILITIES

In jet mode, Subject's top speed is Mach 3.8 for up to 4,000 miles. Underside is an electrostatic battery that can store random electrons during flight, which Subject can release as a giant silver bolt of 150,000 volts of electricity. In robot mode, Subject's electrostatic discharger rifle has the same capabilities. One of the few Autobots who can fly as a robot. Forms the torso of Superion.



"DON'T LOOK DOWN, LOOK STRAIGHT AHEAD."

ALTERNATE MODE//



SUPERSONIC JET

WEAKNESSES

When not giving orders or fighting, Subject becomes vulnerable to his fear of flying, which can result in crashing.

AUTOBOT

SUB GROUP:
AERIALBOT

SKYDIVE

PRIMARY FUNCTION: AIR WARFARE STRATEGIST

BIO

Skydive is more likely to be found studying war than living it. The details of historic battles fascinate him, as does the science of air-based combat. The unassuming Skydive is often surprised that Silverbolt calls on him to plot strategies and make snap tactical decisions. Skydive doesn't realize how intelligent and capable he really is or that his research "hobby" and matching skills make him the invaluable lynchpin of the team.

"ONLY BY STUDYING THE PAST CAN WE WIN THE PRESENT."



WEAPONS/ABILITIES

Subject has an encyclopedic knowledge of past battles, warriors, and strategies from studying the datatracks of dozens of worlds. Can absorb, process, and access information much faster than the average Transformer. In vehicle mode, top speed is Mach 5.2 for up to 1,400 miles. Armed with laser-guided missiles with a range of 80 miles. Able to duplicate any flight maneuver he sees within the limits of his design; best flyer of the Aerialbots and possibly all Transformers. In robot mode, armed with nega-gun that breaks down the molecular bonds of all but the strongest materials, causing them to crumble. One of the few Autobots who can fly as a robot. Joins with Aerialbots to form Superion.

WEAKNESSES

Subject sometimes stalls when attempting maneuvers too complex for his design.

ALTERNATE MODE//

EARTH JET PLANE



AUTOBOT

SLINGSHOT

PRIMARY FUNCTION: GROUND TROOP SUPPORT

SUB GROUP: AERIALBOT

BIO

The fact that Slingshot claims the victories of others as his own is his most endearing quality. He's an abusive braggart who enjoys loudly berating others for their faults. He acts this way to cover up his lack of self-confidence. Not only is he the smallest and slowest of the Aerialbots, he also fears that no one could ever truly like him. As a result, he maintains the most obnoxious manner possible so that he can at least feel in control of making people dislike him. Optimus Prime sees this and tries to be supportive of Slingshot, who is actually a hard-working and loyal soldier.

"I'M EVEN BETTER THAN I THINK."

WEAPONS/ ABILITIES

Subject is an accomplished sharpshooter. In vehicle mode, subject has vertical-take-off-and-landing (VTOL) capabilities. Maximum speed: Mach 3.2. Range: 800 miles. Extremely maneuverable and armed with twin-mortar cannons. In robot mode, wields neutron rifle, which shoots 200 rounds per second. A brief burst is enough to level a standard Earth city block. One of the few Autobots who can fly in robot mode. Forms Superion with the other Aerialbots.



ALTERNATE MODE//



EARTH VTOL JET

WEAKNESSES

Subject requires frequent maintenance due to his abrupt maneuvering. He is disliked by most Autobots and can't always count on their help in battle.

AUTOBOT

SUB GROUP:
AERIALBOT

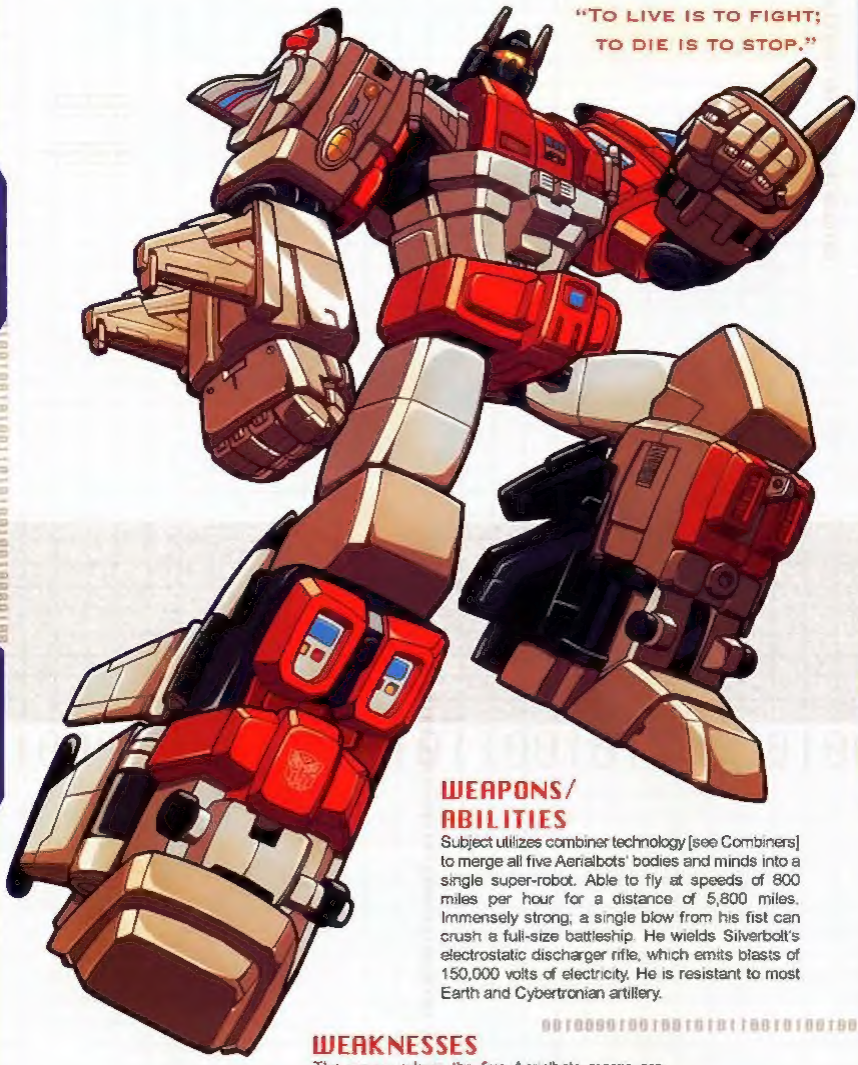
SUPERION™

PRIMARY FUNCTION: AIR WARRIOR

BIO

Superion has two simple goals that dominate his every action: one, to destroy the Decepticons and two, to protect others. His thoughts are a combination of all five Aerialbots distilled down to their respective cores with anything not relating to his primary function being suppressed. Because of his single-minded attitude, the other Autobots find Superion to be distant and unfeeling. In reality, he acts this way because he cares so much about his mission that he is willing to sacrifice everything else for it.

"TO LIVE IS TO FIGHT; TO DIE IS TO STOP."



WEAPONS/ ABILITIES

Subject utilizes combiner technology [see Combiners] to merge all five Aerialbots' bodies and minds into a single super-robot. Able to fly at speeds of 800 miles per hour for a distance of 5,800 miles. Immensely strong, a single blow from his fist can crush a full-size battleship. He wields Silverbolt's electrostatic discharger rifle, which emits blasts of 150,000 volts of electricity. He is resistant to most Earth and Cybertronian artillery.

WEAKNESSES

The seams where the five Aerialbots merge are Subject's primary physical weaknesses, while his stripped-down thought process makes it difficult for him to think creatively or adapt during combat.

DECEPTICON

AIRWAVE™

SUB GROUP: MICROMASTER

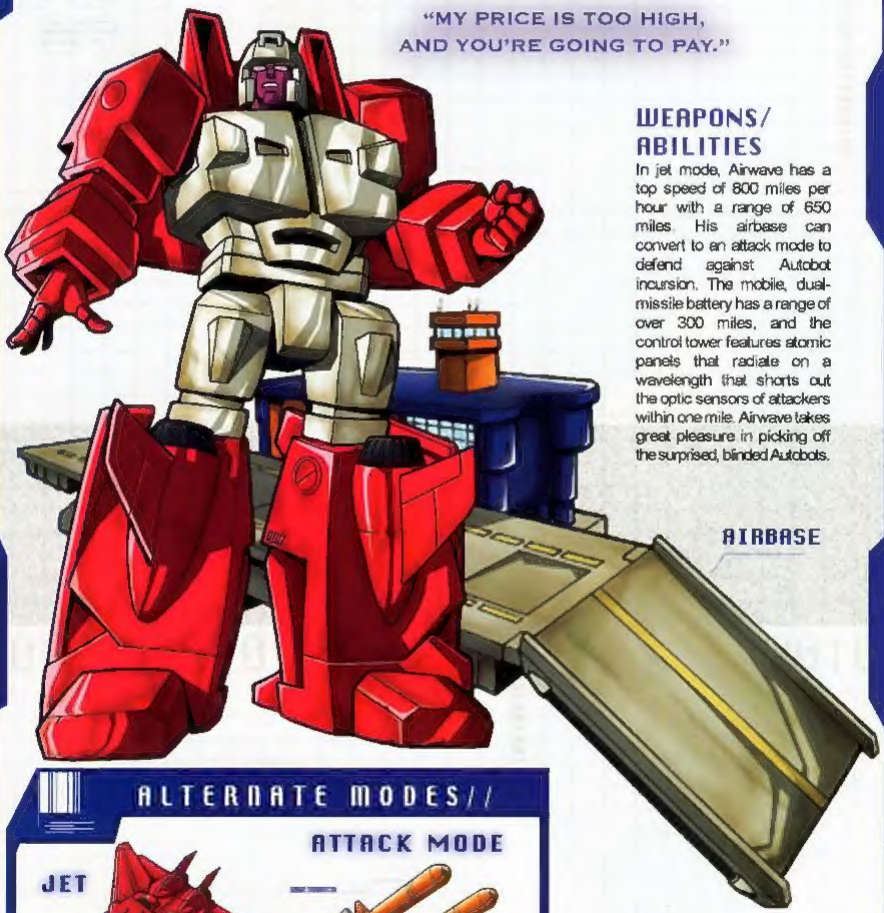
PRIMARY FUNCTION: AERIAL DEFENSE

[From the Datatracks of Megatron, Decepticon Commander]

BIO

Airwave resorts to underhanded trickery to achieve his goals, which usually involve petty improvements to his financial situation. As an airbase inspector on Cybertron, he was constantly under suspicion of taking bribes to allow stolen and illegal goods to be smuggled to or off the planet. His position and unscrupulous nature made him a perfect strategic addition to my army when we began shipping contraband. I was prepared to dispose of him when his usefulness had ended, but he continued to prove his worth as an airbase commander. He overcame his lack of physical strength through the ruthless use of his base's armaments, racking up an impressive Autobot body count worthy of my respect.

"MY PRICE IS TOO HIGH, AND YOU'RE GOING TO PAY."



WEAPONS/ ABILITIES

In jet mode, Airwave has a top speed of 800 miles per hour with a range of 650 miles. His airbase can convert to an attack mode to defend against Autobot incursion. The mobile, dual-missile battery has a range of over 300 miles, and the control tower features atomic panels that radiate on a wavelength that shorts out the optic sensors of attackers within one mile. Airwave takes great pleasure in picking off the surprised, blinded Autobots.

ALTERNATE MODES//

WEAKNESSES

Airwave is pitifully weak. If not for my recommendation, the other Decepticons would destroy him themselves.

AUTOBOT

ALPHA TRION

PRIMARY FUNCTION: GUARDIAN

BIO

Considered only a myth by many Alpha Trion is believed to be one of the first Transformers His ancient optic sensors watched Cybertron change from nightmare to paradise and back again over the course of millennia Although he never pledged allegiance to any faction in modern times the Autobots still venerate Alpha Trion for his legendary wisdom and compassion Throughout the ages he was the secret guiding force behind the Council of Elders and its selection of new Primes helping to assure that Cybertron and the Matrix were both well protected He was particularly fond of two Autobots Optimus Prime and Ultra Magnus with whom he shared a special bond it was said that Alpha Trion spent his last days deep within the heart of Cybertron itself, pondering the vast storehouse of knowledge there and making secret preparations for the darkest hour of his race

"UNTIL THAT DAY,
UNTIL ALL ARE ONE."



WEAPONS/ABILITIES

Information about Subject's alternate mode and physical abilities were lost to time He is one of the few Transformers with an idea of the true nature of the Matrix [see Matrix] and Vector Sigma [see Vector Sigma]. His memory banks contain detailed knowledge about ancient Cybertronian history, mythology, and science, and he is the sole Transformer to understand the mazelike system of ever-changing tunnels within Cybertron that lead to Vector Sigma

WEAKNESSES

Subject exhibits no known physical weaknesses

DECEPTICON

APEFACE

PRIMARY FUNCTION: SABOTEUR

SUB GROUP: HEADMASTER HORRORCON

BIO

Apeface is a thuggish bully. He is loudly insulting, prone to violent outbursts, thoroughly messy and odiferous, and generally crass. Decepticons smile to his face but are wary of becoming his next victims. Apeface is viewed as a simple-minded, violent hoodlum to be avoided by both his allies and foes. His detractors are only half right. The highly intelligent Apeface has taken calculated steps to become the most foul, frightening being possible. His seemingly animalistic, savage demeanor is all part of a concerted effort to mentally dominate all those around him through fear. With his overwhelming physical strength and abilities, he has no problem backing up his desired image. Apeface's binary-bonded Headmaster partner is the once-nervous and insecure Nebulan Spasma [See Nebulon]. Formerly the kind of individual preyed upon by Apeface's type, Spasma finds himself reveling in his newfound ability to bully and inspire fear in others.



"OBNOXIOUSNESS IS NOT A PROBLEM; IT IS AN ART."

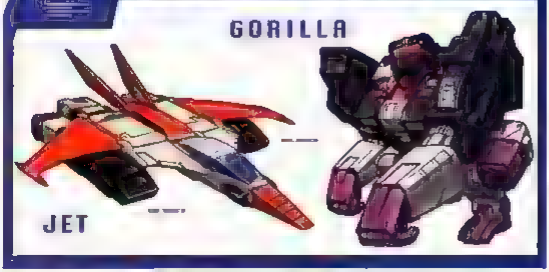
WEAPONS/ ABILITIES

Subject is a Triple Changer, able to switch between his three modes at twice the speed of the average Transformer. In jet mode, maximum speed is 3,250 miles per hour, range of 7,000 miles. In animal mode, pneumatic joints give him super-agility that he can partially access in robot mode. In robot mode, carries an electro-shield that emits a small force field and a semi-automatic sonic boomer gun that fires blasts of concentrated sound. Subject has undergone Headmaster process [see Headmasters].



HEADMASTER: SPASMA

ALTERNATE MODES



WEAKNESSES

Spasma still gets jittery when Subject does something loud and random, which can impede their teamwork.

AUTOBOT

ARCEE

PRIMARY FUNCTION: WARRIOR

[From the Personal Datatracks of Kup, Earth Date: 2003]

BIO

Arcee's different. In fact, other Autobots were at a loss to explain what exactly made Arcee so different until they turned to an old hand like me, who'd been off world before the wars. That's when I explained her resemblance to the females of other galactic species. Quick-witted and formidable in battle, Arcee's compassionate to her friends yet merciless to her foes. Her skill and ruthlessness in combat have made others wary, including Hot Rod. Still, the lad has developed a more-than-passing interest in Arcee, as has Springer. None of us have exactly figured out the reasons for all of this yet, but I seem to recall stories about there being more Transformers like her. Of course, that was crazy talk even back when I was young.



"LOOKS ARE ALWAYS DECEIVING."

WEAPONS/ ABILITIES

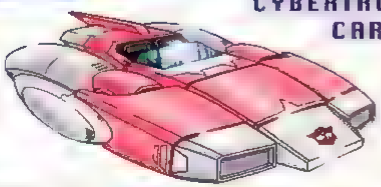
Arcee's an expert hand-to-hand warrior and sharpshooter. Her vehicle mode is equipped with several anti-personnel weapons like shrapnel-launchers and tire-spikes. In robot mode, she's got average strength, but she's fast.

WEAKNESSES

Arcee doesn't have any physical weaknesses I've noticed.

ALTERNATE MODE//

CYBERTRONIAN CAR



DECEPTICON

ASTROTRAIN

PRIMARY FUNCTION: MILITARY TRANSPORT

SUB GROUP: TRIPLE CHANGER

BIO

Astrotrain revels in the confusion he is able to cause as a Triple Changer [see Triple Changers]. Flashing between robot, locomotive, and space shuttle modes almost instantaneously, he is an expert at picking out the moment of utter perplexity in his opponent's eyes. It's at that moment that Astrotrain strikes without mercy. The fact that Astrotrain's prey don't have any idea what hit them is particularly pleasing to the murderous Decepticon. The idea that his victim's last thoughts were a tangle of fear and panic keeps Astrotrain happy when performing his more mundane tasks such as transport between battles.

"IN CONFUSION THERE IS OPPORTUNITY."



WEAPONS/ ABILITIES

Subject is one of the first Decepticons modified by Shockwave into a Triple Changer. Able to change between three alternate modes at almost twice the speed of the average Transformer. In train mode, has maximum speed of 400 miles per hour, range of 1,700 miles. In shuttle mode, expands his size and cargo bay area by shifting his parts farther out and creating more empty space, allowing him to carry several Transformers within him. On his own power, Subject can reach escape velocity, traveling at 20,000 miles per hour in orbit and 50,000 miles per hour in space. With sufficient Energon, capable of interstellar flight. In robot mode he uses an ionic displacer rifle that can permanently destroy circuitry. Due to the tight compression of his parts when in robot mode, he has great physical strength.

ALTERNATE MODES//



SPACE SHUTTLE



LOCOMOTIVE

WEAKNESSES

Subject exhibits no known physical weaknesses.

DECEPTICON

SUB GROUP:
ACTION
MASTER

AXER

PRIMARY FUNCTION: BOUNTY HUNTER

"NO PREY IS TOO LARGE,
NO FEE IS TOO SMALL."

BIO

Axer began honing his skills as a freelance peacekeeping agent on Cybertron and throughout the known galaxy he enjoyed the job not just for the pay but for the helpless, scared looks on his targets faces. After joining the Decepticon army he abandoned the pretense of being a "peacekeeper" and shifted to full-time bounty hunting and assassination. Because of Axer's reasonable fees, the Decepticon high command is pleased to employ him to hunt down or eliminate key Autobots. He gladly took the pay cut from his previous position, he feels the freedom to blow away a terrified, fleeing target without consequence is well worth it.



TURBO CYCLE

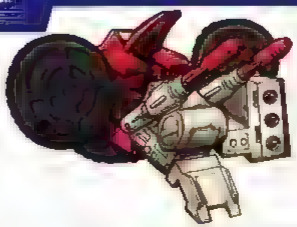
WEAPONS/ABILITIES

Subject is one of the most naturally skilled trackers and detectives on Cybertron, tends to rely on his own knowledge and intuition rather than devices to locate his prey. In addition to standard energy weapons, he uses a magnetic-lock targeting destabilizer rifle that automatically homes in on metallic targets and then paralyzes them.

WEAKNESSES

Subject is rather slow in vehicle mode but makes up for this with his Turbo Cycle.

ALTERNATE MODE



BATTLE
STATION

AUTOBOT

BACKSTREET

PRIMARY FUNCTION: LOOKOUT

BIO

Backstreet's leery nature lends itself to his job. he's constantly suspicious of what he sees coming over the horizon ready to sound an alarm to warn of danger. His commanders didn't realize that being a lookout would eventually wear down Backstreet's ability to think rationally. Backstreet's so afraid of not recognizing danger that he often sees it where it doesn't exist leading him to jump to the wrong conclusion on a regular basis. He's so high-strung that the mere sound of footfalls can send him transforming into vehicle mode, racing around to warn his comrades of imminent attack before he realizes it was just his replacement coming to relieve him at the end of his shift.



"A MOMENT OF INDECISION CAN BE YOUR LAST."

WEAPONS/ABILITIES

In vehicle mode, Subject can use his launchers as either an offensive weapon, firing independently targeted laser-guided proton missiles, or a propulsion unit. Using them as booster rockets, can achieve speeds of 400 miles per hour for up to 60 seconds at a time. Headlights emit high-powered heat rays that can melt metal into slag. In robot mode also uses proton missile launchers.

ALTERNATE MODE



CYBERTRONIAN CAR

WEAKNESSES

Often jumps between modes so fast that he damages himself

DECEPTICON

SUB GROUP:
ACTION MASTER

BANZAI-TRON

PRIMARY FUNCTION: MARTIAL ARTS WARRIOR

BIO

A master hand-to-hand combatant, Banzai-Tron sought to use his skills to better his financial situation by joining the Decepticons. After he turns his Autobot opponents to spare parts, he and his devious, like-minded partner, Razor-Sharp gather up the pieces to sell for scrap. Banzai-Tron is an avowed materialist who doesn't believe in the spiritual aspects of practicing martial arts, unlike Bludgeon (whom Banzai-Tron respects but secretly hopes to defeat someday). Banzai-Tron is cocky and arrogant, but he can be—he is among the greatest fighters in the galaxy.

"TO THE VICTOR GO THE PROFITS."

WEAPONS/ ABILITIES

Subject is the reigning master of Crystalocution [see Martial Arts]. Targetmaster partner [see Targetmasters], Razor-Sharp, transforms into a rifle that fires exploding plasma energy projectiles. In crab mode, Razor-Sharp's claws can cut through almost anything, slicing titanium in seconds. He can join with Subject's smaller plasma energy pistol to increase his firepower. In robot mode, Subject has great strength. Uses pistol's bayonet as a sword in hand-to-hand combat.



ACTION MASTER
PARTNER: RAZOR-SHARP

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE

PLASMA RIFLE



AUTOBOT

BARRAGE

PRIMARY FUNCTION: Interstellar Defense

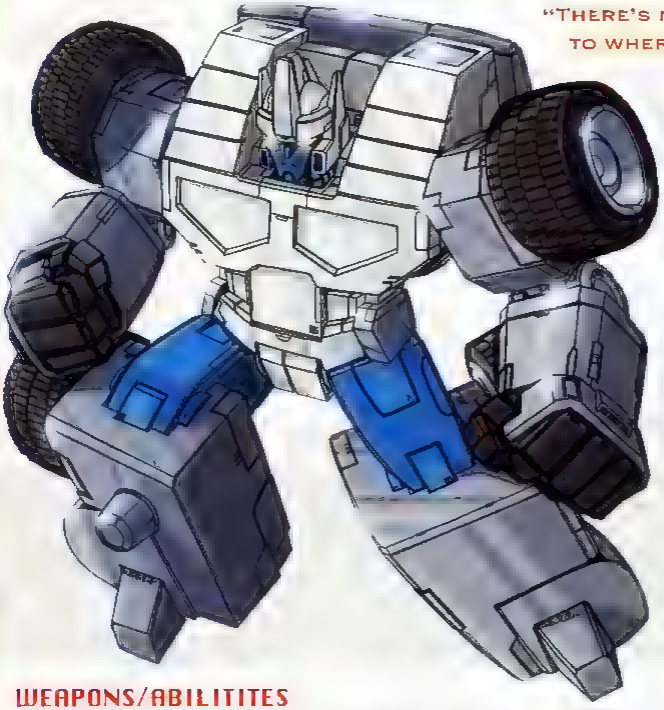
[From the Datatracks of Missile Master Patrol Leader]

SUB GROUP:
MICROMASTER
COMBINER
ASTRO SQUAD

BIO

Barrage is usually the first member of the Astro Squad in a firefight. Once the team is situated on the ground, he and partner Heave are the front line, and Barrage couldn't be happier. As the toughest and most rugged of the team, he actually enjoys driving at top speed toward a fortified enemy position. He's not fond of rules, regulations, or anything remotely boring, therefore he's often distracted when the team's involved in research or defensive preparations instead of actual combat.

"THERE'S NO SPEED LIMIT TO WHERE WE DRIVE."



WEAPONS/ABILITITES

Barrage is a front-end Micromaster Combiner. In vehicle mode, can attach to Heave to form their exploration vehicle mode or reattach to any other Combiner rear end vehicle. Armor is coated with a high-impenetrable layer of cyclonic steel. In vehicle mode, he's armed with a forward-mounted rapid-fire laser cannon, which becomes his rifle in robot mode. Barrage is incredibly strong in robot mode.

ALTERNATE MODE//

ALL-TERRAIN
EXPLORATION
VEHICLE



WEAKNESSES

Barrage exhibits no known physical weaknesses

DECEPTICON

SUB GROUP:
MICROMASTER
RACE TRACK
PATROL

BARRICADE

PRIMARY FUNCTION: PATROL COMMANDER

"WINNING IS EVERYTHING."

BIO

Barricade earned his new name by smashing through Autobot roadblocks and then shooting the surprised Autobots in the back before they even knew what was happening. He truly believes that mechanoids fall into two categories—Decepticons and losers—and he constantly reminds his team of this. Barricade is willing to win at any cost and runs the Race Track Patrol like an abusive coach; he simply will not accept failure.



WEAPONS/ABILITIES

Subject is most skilled driver of the team, having honed his skills in one of Cybertron's most violent race gangs before joining the Decepticons. Uses extensive driving experience for team training. In vehicle mode, turbo-powered engine reaches speeds of up to Mach 1.

WEAKNESSES

Often berates his team mercilessly for minor mistakes which lowers morale.

ALTERNATE MODE//

MODIFIED FORMULA
RACE CAR



DECEPTICON

BATTLETRAP

PRIMARY FUNCTION: ASSAULT TEAM

SUB GROUP: DUOCON

BIO

Battletrap is a team of one. One of Shockwave's failed early experiments to create a Transformer with two vehicle modes, Battletrap consists of two separate vehicles that join to form a single robot. Battletrap is enormously cruel; the two vehicles enjoy trapping an opponent between them and batting him around (their idea of "fun"), before destroying him, usually after combining to robot mode. Cruelty is the unifying factor of Battletrap's personality, and it ironically makes him the most well-adjusted of the usually disturbed Duocon Transformers. The consistency of this emotion allows him to manage having his consciousness spread between two segments.

"WE'RE ONLY HALVES OF A WHOLE, BUT DOUBLE THE TROUBLE."

WEAPONS/ABILITIES

Subject's two vehicle halves each have a segment of his personality and are capable of operating independently. Only when combined in robot mode is Subject mentally whole. Truck vehicle has a maximum speed of 90 miles per hour, with a range of 600 miles. Helicopter can travel at 780 miles per hour for a range of 1,200 miles in robot mode, Subject uses a double-barreled missile launcher with night-firing capability.



ALTERNATE MODES



WEAKNESSES

Subject exhibits no known physical weaknesses.

AUTOBOT

BEACHCOMBER

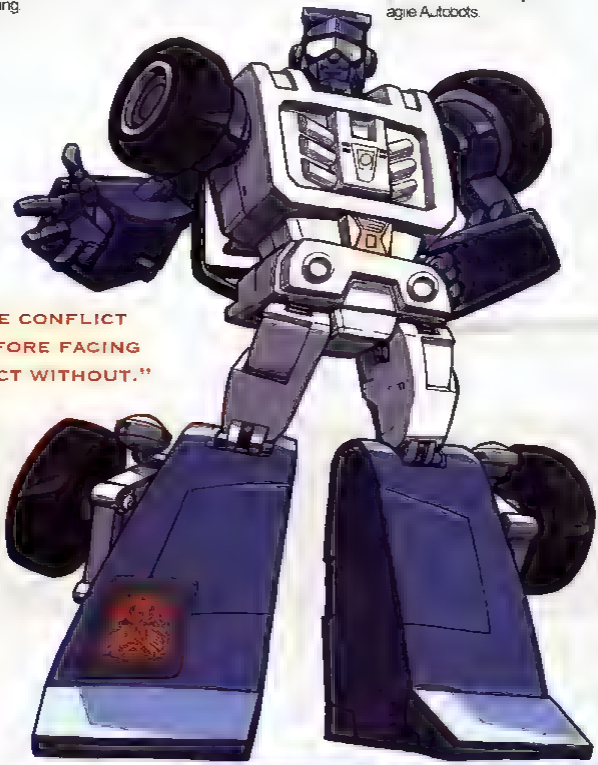
PRIMARY FUNCTION: GEOLOGIST

BIO

Beachcomber doesn't want to fight a war. A calm and introspective pacifist, he prefers to utilize knowledge, not weapons. When not on duty, he takes long trips to beautiful and remote areas like Cybertron's metallic dunes or Earth's deserts to sort out his role in the ongoing conflict. Beachcomber feels temporarily at peace when far removed from the violence of war. His friends among the Autobots are always surprised when the laid-back Beachcomber returns from his sojourns to fight alongside them. At his spark's core, he understands that as long as the Decepticons threaten the galaxy, he'll never find internal peace, no matter how far away he is from the fighting.

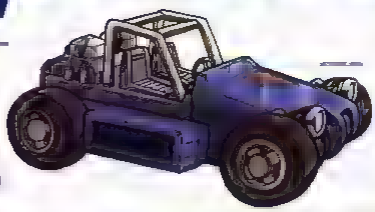
WEAPONS/ABILITIES

In vehicle mode: Subject can travel 800 miles over rugged terrain. Possesses an array of sensors (including infrared, magnetic, ionic, sonic, electrostatic, and more) that allow him to determine the composition of any terrain, helping locate fuel and other resources. In robot mode, Subject is one of the most agile Autobots.



"KNOW THE CONFLICT WITHIN BEFORE FACING THE CONFLICT WITHOUT."

ALTERNATE MODE



DUNE BUGGY

WEAKNESSES

Subject's personal distaste for violence can interfere with his effectiveness in combat.

DECEPTICON

BEASTBOX

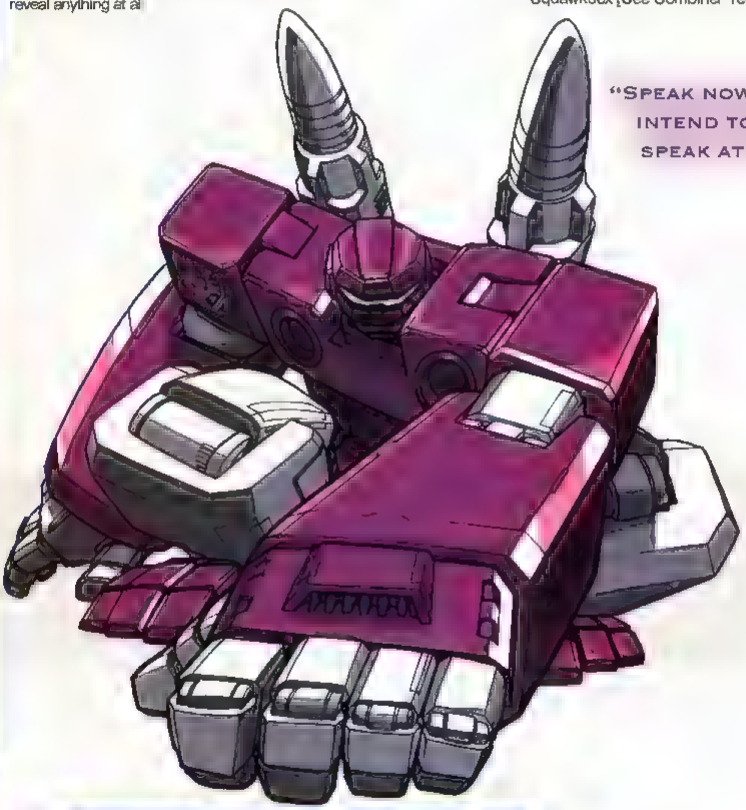
PRIMARY FUNCTION: INTERROGATOR

BIO

Beastbox is violent, impatient, and not particularly bright. These traits greatly impede his performance as an interrogator despite his innate curiosity. The verbal questioning session between Beastbox and a subject is usually tragically short. He immediately gets frustrated with reticent captives and turns to his fists to try to get answers when words fail. This usually means that the helpless Autobot is pounded into scrap before he can reveal anything at all.

WEAPONS/ABILITIES

Subject has the capacity to record and automatically retrieve any portion of up to 6,000 hours of testimony. Carries two compression cannons that fire ultra-concentrated air pressure, crushing their targets. Combines with Squawktalk to form Squawkbox [See Combiner Technology].



"SPEAK NOW IF YOU INTEND TO EVER SPEAK AT ALL."

ALTERNATE MODE//



CASSETTE

WEAKNESSES

Subject exhibits no known physical weaknesses

AUTOBOT

SUB GROUP:
MICROMASTER
HOT ROD PATROL

BIG DADDY

PRIMARY FUNCTION: PATROL COMMANDER

BIO

Big Daddy earned his position as leader of the Hot Rod Patrol by being its least out-of-control member. He's the only member of the squad who can pull the others into a cohesive unit. Despite this, he's still rebellious by any conservative Autobot standards. When not on duty, the mischievous Hot Rod Patrol is often mistaken for a band of Decepticon punks, recklessly tearing up the roadways for fun. This all changes when Big Daddy has to take command for a mission; he's the first to respond to emergency situations when innocents are in danger and he's totally dedicated to defeating the Decepticons for the sake of the Autobot cause. But when the fighting's done, he just wants to let off some steam.

"WE CAN TAKE THE DECEPTICONS ANYTIME, ANYWHERE!"



WEAPONS/ ABILITIES

Subject has a 16-cylinder Energon-powered engine with an external intake valve that allows it to convert passing airborne particles into extra power. Subject's top speed is directly proportional to the amount of particles collected; thus, the upper limits of his speed are unknown.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE

HOT ROD



AUTOBOT

BIG HAULER

PRIMARY FUNCTION: GROUND TRANSPORT

SUB GROUP:
MICROMASTER
MONSTER TRUCK
PATROL

BIO

Big Hauler is the negative cog in the Monster Truck Patrol. It's not that he intends to depress everyone around him—he just does. He constantly sees the fuel tank as half empty and never gets his hopes up. Big Hauler doesn't want to believe anything that might be too good to be true. His negative disposition doesn't affect his work as an Autobot warrior though. If anything, it makes him more thorough and motivated. He hopes that he'll survive to see the war's end. Then, even he won't be able to deny his good fortune.

"THE BATTLE ISN'T OVER UNTIL THE LAST DECEPTICON HAS FALLEN."

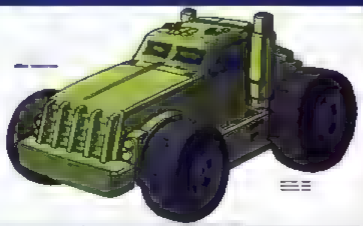


WEAPONS/ ABILITIES

In vehicle mode, Subject has a quad-overhead cam Energon-powered engine and is able to reach speeds of up to Mach 2 for short distances. Subject's great strength in both modes allows him to plow through almost a two-foot thick wall of reinforced cyclonic steel.

ALTERNATE MODE

MONSTER TRUCK



WEAKNESSES

Subject exhibits no known physical weaknesses

AUTOBOT

SUB GROUP:
MICROMASTER
BATTLE PATROL

BIG SHOT

PRIMARY FUNCTION: PATROL COMMANDER

BIO

Big Shot is a precise and decisive warrior. As leader of the Battle Patrol he doesn't believe in wasting his or his team's time on things that aren't part of the immediate tactical objective. He refuses to burn a shred of Energon or waste a single laser blast unless he's sure it'll achieve something. His myopic attitude and tendency to follow orders to the letter make Big Shot an excellent soldier but sometimes hamper his leadership abilities when he needs to think outside of the box.



"ONE GOOD SHOT IS WORTH A HUNDRED BAD ONES!"

WEAPONS/ ABILITIES

In tank mode, Subject's cannon can fire a variety of explosive shells or switch over to straight laser blasts that charge directly from his main Energon supply. In robot mode, often uses a standard-issue Autobot rifle. Subject possesses great physical strength despite small size.

WEAKNESSES

Using his cannon to fire energy blasts can rapidly drain his power reserves. Subject's single-minded devotion to his orders is his greatest weakness, although his teammates work to counter this.

ALTERNATE MODE//

EARTH
GUN TANK



DECEPTICON

BLACKJACK

PRIMARY FUNCTION: PATROL LEADER

SUB GROUP:
MICROMASTER
SPORTS CAR
PATROL

BIO

Blackjack is the only member of the Sports Car Patrol to successfully blend his deviousness with courage solidifying his position as team leader. He never makes bets he can't win. The other team members follow Blackjack because they know he wouldn't embark on a mission without a plan to survive it, the best way to stay alive is to follow his lead. This can be dangerous as the Sports Car Patrol's main purpose is advance assault, carving a path for other Decepticon ground troops to follow. Blackjack is more of a schemer than a warrior but it's that quality that helps him come up with an optimal plan to pierce heavily defended Autobot fortifications and make it back, again and again.

"THE ROAD TO VICTORY IS PAVED WITH AUTOBOT WRECKS!"



WEAPONS/ ABILITIES

Subject's ability to calculate risks versus rewards is second to none. Combined with his ability to read opponents this makes him an excellent soldier and gambler. In vehicle mode, can reach speeds of up to 400 miles per hour with a range of 800 miles. In robot mode, has above-average physical strength.

ALTERNATE MODE//



EARTH CAR

WEAKNESSES

Subject exhibits no known physical weaknesses

DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER

BLACKOUT

PRIMARY FUNCTION: GROUND INFANTRY

BIO

Blackout is half of the command team for a Decepticon mobile anti-aircraft base. He and partner Spaceshot are a perfectly matched unit on the surface, they both talk about motivation and persistence in their plans. However Blackout's determination only lasts to a certain point. If he feels threatened or is certain that the battle is lost his first instinct is to flee. Sometimes only fear of Spaceshot's disappointed reaction keeps him at his post when the situation looks grim for them. Thanks to their mutual skill, that rarely has to happen.

"DETERMINATION IS THE SECRET TO VICTORY."



WEAPONS/ABILITIES

Subject is a rear-end Micromaster Combiner; joins with Spaceshot to form bomber. He can also connect to any other front-end Micromaster Combiner to create a new vehicle form. Commands the Decepticon anti-aircraft base, which transforms from all-terrain tank to base [See Spaceshot]

WEAKNESSES

Lack of determination and insecurities can hinder Subject's effectiveness on the battlefield.

ALTERNATE MODE//

EARTH BOMBER JET



AUTOBOT

BLASTER

PRIMARY FUNCTION: COMMUNICATIONS

BIO

Whether he's on the battlefield or just talk ng to friends Blaster is the loud bold center of attention His willingness to take daring risks not only makes him one of the most respected Autobots but also one of the most popular Although he s a reliable soldier, Blaster never hesitates to question things he doesn t think are right or fair This rebellious spirit drew him to Earth's rock music Although he shares an interest in Earth music with Jazz. Blaster prefers the more amped-up sounds and anarchistic messages of heavier music Blaster has an enmity for Decepticon communications officer Soundwave Knowing that he could get vaporized at any moment has convinced Blaster to put as much punch into everyth ng--music fighting and living--as he possibly can

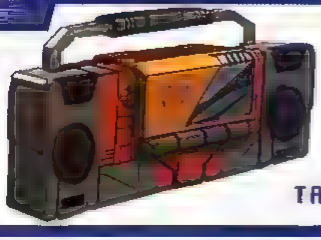
"WHEN THE MUSIC IS ROCKIN', I'M ROLLIN'."

WEAPONS/ ABILITIES

Subject has ability to shrink down to a human-scale radio upon transforming Can receive signals as weak as 1/1,000,000 of a watt; broadcasts for 4,000 m les on his own power. With a power boost, he can go far beyond even that. In robot mode, electro-scrambler gun disrupts electrical operations, disorienting and dizzying targets. Subject has great physical strength and agility.



ALTERNATE MODE



TAPE DECK

WEAKNESSES

Certain types of static can impair Subject's functioning when receiving signals. Subject's idealistic views can sometimes lead him to rebel against the Autobots' military agenda.

AUTOBOT

BLAST MASTER

PRIMARY FUNCTION: INTERSTELLAR DEFENSE

SUB GROUP:
MICROMASTER
COMBINER
ASTRO SQUAD

BIO

Blast Master is enthusiastic to a fault. He's always eager to receive his latest orders, load up whatever personnel and/or equipment are involved, and then blast off to the far reaches of space on the latest adventure. This eagerness to get things done fast often leads to errors in the task at hand. He occasionally leaves behind key Autobots he was supposed to ferry on a mission or flies so fast that he overshoots his objective by several light years.

WEAPONS/ ABILITIES

Subject is a rear-end Micromaster Combiner who combines with Phaser to form a space shuttle, but can also combine with any other front-end Combiner to create a new vehicle mode. In shuttle mode, capable of carrying a large amount of troops and equipment within his hollowed-out, expanding cargo bays. Engines allow for faster-than-light travel. In robot mode, Blast Master is very strong.



"PEACE IN SPACE MEANS PEACE ON EARTH AND THROUGHOUT THE UNIVERSE!"

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE

SPACE SHUTTLE



AUTOBOT

BLAZE MASTER

PRIMARY FUNCTION: AIR DEFENSE

SUB GROUP: MICROMASTER AIR PATROL

BIO

"LOOK OUT BELOW."

The cynical Blaze Master has no mercy for his Decepticon opponents and takes an almost disturbing pleasure in their destruction. His favorite tactic is to fly in and hover over unsuspecting Decepticon ground troops, waiting for them to notice him. Once the Decepticons are taking aim at the "easy target," he unleashes a wave of his napalm-like weaponry and watches the surprised Decepticons melt into nothing. The other members of the Air Patrol report that they can hear Blaze Master chuckle whenever he does this.



WEAPONS/ABILITIES

Subject is armed with a high-powered sprayer that fires a dual-property chemical agent. It's a corrosive that can eat through most metals, and it bursts into flame on contact. If its acidic qualities don't destroy a target, the resulting heat does. Subject can also use this weapon in robot mode, where he wields his helicopter blades as a hand-to-hand energo-weapon.

ALTERNATE MODE//

EARTH MILITARY HELICOPTER



WEAKNESSES

Subject exhibits no known physical weaknesses.

DECEPTICON

SUB GROUP:
TRIPLE
CHANGER

BLITZWING

PRIMARY FUNCTION: GROUND AIR COMMANDER

[From the Datatracks of Shockwave]

BIO

Subject: Triple Changer Unit 002, a.k.a. "Blitzwing." The ideal commando, subject strikes quickly and ruthlessly, utilizing high-speed transformation ability to jump quickly to the most suitable mode for attack. Subject gladly follows orders as long as it gives him the chance to destroy targets in particularly gruesome fashions. Unit is extremely violent but easily controlled through simple nationalistic propaganda, making him an excellent tool and soldier. Although a loud and belligerent braggart, subject maintains usefulness as long as his aggression and zealotry continue to be manipulated to serve my goals.

"DESTROY FIRST, THINK LATER."



WEAPONS/ ABILITIES

One of my first Triple Changers [see Triple Changers]. Subject can transform between each of his three modes more than twice as fast as the average Transformer. In jet mode, unit can fly at Mach 2.7 for up to 1,500 miles and is armed with heat-seeking concussion missiles and chain gun. In tank mode, can fire explosive shells up to 3.5 miles and reach speeds of 28 miles per hour over almost any terrain. In robot mode, armed with a gyro-blaster that disrupts target's balance for up to 3.6145 breems of time, making them easy targets for Subject's close-range electron-scimitar.

WEAKNESSES

Unit 002 sometimes freezes up in mid-transformation. This must be corrected in future models. Hypothesis: Unit's aggressive tendencies will diminish his usefulness when called upon to follow orders requiring battlefield restraint.

ALTERNATE MODES

TANK





JET

DECEPTICON

BLUDGEON

PRIMARY FUNCTION: ELECTRIC WARRIOR

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"TO KNOW YOUR OWN LIMITS,
YOU MUST FIRST KNOW
YOUR FOE'S LIMITS."



DECEPTICON

BLUDGEON

PRIMARY FUNCTION: ELECTRIC WARRIOR

BIO

Bludgeon is calm and prepared, always giving the disconcerting impression that he knows something no one else does. He frightens other Decepticons with his emotionless demeanor during combat. One of few Decepticons who could be described as honorable, the aloof Bludgeon adheres to an archaic code which only he understands. He feels that each worthy opponent he conquers adds to his own abilities, bringing him closer to his ideal of the "ultimate warrior." His superstitious ways and eerie religious practices disturb many Decepticons, but none can deny his effectiveness in combat. Nor would they try, lest he turn his seemingly supernatural abilities against them.



WEAPONS/ ABILITIES

Subject is one of the most skilled hand-to-hand combatants currently on Cybertron and is a master of the forgotten art of Metalikato [see Martial Arts]. Pretender shell [see Pretenders] has generators in its legs that produce disorienting clouds of black smoke. In his shell or robot mode, Subject is armed with a high-powered energo-sword and accompanying shield, as well as an electric cannon (also the main weapon in tank mode). Possesses the ability to internally generate electric fireballs that can be directed through his body, or shell, with a range of over 400 yards.

WEAKNESSES

Subject has no known physical weaknesses, but adherence to his superstitious beliefs and code of honor can hamper his battlefield effectiveness.

ALTERNATE MODE//



TANK

BLUESTREAK

PRIMARY FUNCTION: GUNNER

BIO

When Bluestreak starts to speak, he's not likely to stop. Not only does he speak quickly, he also has a tendency to interrupt himself with tangential statements or jokes in the middle of whatever he started off saying, until the original point of the conversation is lost. His constant bantering seems like an extension of his good-natured albeit sometimes irritating, personality. In reality, Bluestreak's inane rambling is his defense mechanism. The shock of seeing his home city razed to the ground by the Decepticon army still haunts him. Sole survivor Bluestreak immediately enlisted in the Autobot army. The gentle, friendly Transformer is an unlikely soldier but seeing Decepticon atrocities firsthand has convinced Bluestreak that their evil must be stopped.



"I NEVER MET A DECEPTICON I DIDN'T DISLIKE."

WEAPONS/ ABILITIES

Subject is one of the fastest Ark-modified Autobots in vehicle mode. In robot mode, armed with two shoulder-mounted missile launchers that fire four independent incendiary missiles and have a range of 8.3 miles. Electron rifle fires an 80,000-volt beam of blue lightning up to 12 miles but with limited accuracy.

ALTERNATE MODE



EARTH CAR

WEAKNESSES

[From the Datatracks of Optimus Prime, Autobot Commander] Bluestreak's distaste for violence sometimes hinders him in battle, but his growing experience as a warrior is slowly starting to overcome

AUTOBOT

BLURR

PRIMARY FUNCTION: COURIER

BIO

Blurr is the fastest land-based Transformer in existence. This single characteristic defines much of who he is. Blurr talks fast, acts fast, and moves so fast that he leaves a blurred speed trail behind him. Unlike Bluestreak, Blurr's constant chatter doesn't come from nervousness; it's simply how he thinks and speaks. Aside from his obvious physical speed, Blurr chose the job of courier because he's not really the violent sort. He's one of the friendliest Autobots around, and he rarely has a negative thing to say about anyone. Despite his high-strung tendencies, his genuine and honest nature has earned him numerous devoted friends, including Hot Rod and Kup.

"THE FASTER IT IS, THE BETTER I LIKE IT."



WEAPONS/ ABILITIES

Subject possesses super-speed due to an unusual design quirk. Vehicle mode is unmatched in ground speed; even his robot mode is capable of outrunning most land-based transports. High-speed joints and enhanced rate at which subject processes and responds to visual stimuli provide super-dexterity and agility. Capable of dodging multiple high-speed projectiles or hitting a target before they can think to defend themselves.

WEAKNESSES

The more Subject pushes his speed abilities, the faster he drains his energy. As a result of his hyperactive nature, subject is prone to lose focus in combat situations.

ALTERNATE MODE//

CYBERTRONIAN CAR



DECEPTICON

BOMB-BURST

PRIMARY FUNCTION: PREDATOR

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"THE GREATER THE FOE,
THE SWEETER HIS FUEL!"



DECEPTICON

BOMB-BURST

PRIMARY FUNCTION: PREDATOR

BIO

Bomb-Burst is a loner who hunts from the shadows. Cybertronian myth suggests Bomb-Burst was designed to be the ultimate predator in darkness, and his horrific reputation lives up to this legend. Bomb-Burst enjoys silently stalking a group of Autobots, picking them off one by one by dragging his victims into the dark to suck them dry of Energon. Sometimes he leaves his victim's grotesquely mangled husk for the others to find later, and other times he just lets the Autobots wonder what happened to their missing comrade. Both methods invariably unnerve his targets, which pleases Bomb-Burst greatly. He's excellent at his job, but unable to relate personally to most other Decepticons.



WEAPONS/ABILITIES

Subject transforms into a nearly silent vehicle armed with dual lasers that he also uses in robot mode. Specially designed fangs in outer Pretender shell [see Pretenders] allow Subject to pierce most metals and then suck any energy out. Shell then processes the energy, increasing his strength. Shell is capable of flight and also causes rust rashes on contact. It is armed with a corrosive slime shooter and an energo-battle axe. In robot mode, possesses great strength.

WEAKNESSES

The optic sensors of Subject's outer shell are easily blinded by bright light. His shell burns so much energy that he must refuel or drain other Transformers' energy regularly or risk stasis lock.

ALTERNATE MODE

UTOL HOVERCRAFT



DECEPTICON

BOMBSHOCK

PRIMARY FUNCTION: MILITARY PATROL LEADER

SUB GROUP: MICROMASTER MILITARY PATROL

BIO

Bombshock is a veteran warrior who has been fighting for longer than most other Transformers have been functioning. Once naive, he's now seen so much brutality that he no longer believes in anything else. Bombshock joined the Decepticons after realizing that only the most ruthless army can win a war. The merciless Bombshock fights hard because he's forgotten everything else. He's the most qualified soldier of the Military Patrol and an excellent commander, but Bombshock knows each of his troopers secretly seeks control of the team. He welcomes the challenge.

"TAKE IT WITH FORCE OR YOU'LL NEVER TAKE IT AT ALL."



WEAPONS/ABILITIES

In tank mode, Subject's turret fires concussion bombs. Initial explosion is so powerful that even the aftershocks are enough to severely injure or destroy anyone in the blast radius. In robot mode, Subject is heavily armored and immensely strong.

ALTERNATE MODE//

TANK



WEAKNESSES

Subject is so desensitized to violence that he is apt to inflict, or even sustain, excessive damage during combat situations.

AUTOBOT

SUB GROUP:
HEADMASTER

BRAINSTORM

PRIMARY FUNCTION: BIOMECHANICAL ENGINEER

BIO

Brainstorm believes that the free exchange of ideas and the power of science can help overcome all existing social ills. He is disgusted that the Decepticons have eliminated all research that doesn't have a military application. Brainstorm is always brimming over with ideas; he sometimes starts explaining or even working on a new project before finalizing an old one. Brainstorm is disappointed that most of his ideas end up being used as weapons, but he understands the Autobots' needs. He longs for the day that art and science can return to a war-free Cybertron. Arcana is a mysterious Nebulan [See Nebulon] medical doctor who helped Brainstorm convert existing Cybertronian technology into the Headmaster process. Arcana's past on Nebulon is questionable, but he and Brainstorm are kindred spirits who love knowledge for its own sake and for how it can help others.

WEAPONS/ABILITIES

Subject possesses one of the most brilliant and prolific scientific minds on Cybertron. In jet mode, Subject's maximum speed is 5,200 miles per hour for a range of 8,000 miles. In jet and robot mode, armed with two high-powered photon pulse cannons that turn light into explosive energy. Has undergone Headmaster process [see Headmasters].

"THE STRONGEST TYRANT CANNOT CRUSH FREEDOM OF THOUGHT."



HEADMASTER: ARCANA

WEAKNESSES

Thinking too much, too fast can sometimes cause Subject's cerebro-circuitry to overheat, which results in debilitating headaches.

ALTERNATE MODE

CYBERTRONIAN JET



AUTOBOT

BRAWN

PRIMARY FUNCTION: DEMOLITIONS

BIO

Brawn is the quintessential tough-bot. When not fighting he's trying to get other Autobots to go up against him in a bout of punch-for-punch or arm wrestling. He enjoys any physical challenge and is particularly fond of the uneven rugged terrain of Earth. Brawn loves humor (the cruder and more unsophisticated the better), and his never-say-die attitude in the face of adversity helps bolster the morale of his teammates, no matter how dire the situation is. He feels pity for those not as tough as he is and doesn't trust those who aren't willing to get their hands dirty.

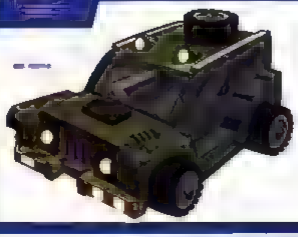
"MIGHT OVER MICROCHIPS."



WEAPONS/ABILITIES

Despite small size, subject is the second strongest of the Earth-bound Autobots. In robot mode, able to lift approximately 190,000 pounds with only moderate effort and knock down a building with one blow. Subject is resistant to most artillery fire, as well as being highly agile and dexterous.

ALTERNATE MODE



OFF-ROAD 4x4

WEAKNESSES

Subject's old-style circuitry primarily designed for strength and physical defense, is particularly vulnerable to electromagnetic and other wave-based attacks. He's often too eager to show how tough he is and sometimes destroys something before he realizes it's the wrong target.

SUB GROUP:
TRIPLE CHANGER

BROADSIDE

PRIMARY FUNCTION: AIR AND SEA ASSAULT

BIO

Broadside was once prone to internal dysfunction when traveling over liquid as well as being terribly afraid of heights, before Shockwave's Triple Changer process made him the master of both environments. Now, Broadside is comfortable rocketing through the air or plowing through the sea, but he still enjoys complaining about it. He's a skilled and determined warrior, but his comrades wish he would keep his random complaints to himself.

WEAPONS/ABILITIES

Subject's transformation speed is the slowest of all the Triple Changers [see Triple Changers]. In aircraft carrier mode, parts decompress and slide out to expand size allowing subject to carry other Transformers and launch jets. Maximum speed of 40 knots and range of 15,000 miles in this mode. Armed with heat-seeking missiles and a pulse cannon in high speed jet mode. Subject uses the pulse cannon as a rifle in robot mode. Subject uses the pulse cannon as a rifle in robot mode, along with a vibro-axe that shatters targets with a series of high-frequency vibrations. As a robot, he's very strong and well armored.

"I LIKE THE SEA FAR AWAY AND MY FEET ON THE GROUND."



WEAKNESSES

Because of the expansion involved in his transformation to carrier, the armor plating in this mode is very thin.

ALTERNATE MODES

DECEPTICON

BUGLY

PRIMARY FUNCTION: STRATEGIST

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"THE GREATEST POWER IS THE POWER TO CONTROL."



DECEPTICON

BUGLY

PRIMARY FUNCTION: STRATEGIST

BIO

Bugly's tactics are meticulous and exact. He takes great pleasure in performing his function because it allows him to manipulate others through his battle plans. Bugly is exploitative and cruel, and most wither beneath his intense stare. Highly disciplined, he spends his free time practicing martial arts. Bugly believes that all Transformer life energy is linked and that intense self-control allows one to dominate others. His elitist, mystical mentality alienates him from other Decepticons.



WEAPONS/ABILITIES

Subject is a practitioner of Circuit-Su [see Martial Arts]. Subject's outer Pretender shell [See Pretenders] possesses flight abilities, and can be remote-controlled. Armed with two electro-stingers that paralyze on contact. Segmented optic sensors on the shell allow Subject to track and process hundreds of individual pieces of visual information, which he uses to constantly update his battlefield strategies. Inner robot transforms into a hover-jet armed with two photon cannons that are used by his shell and robot modes.

WEAKNESSES

Subject's elitist attitude causes him to overestimate his abilities and reduces his comrades' willingness to assist him during high-risk situations.

ALTERNATE MODE

HOVERJET



AUTOBOT

BUMBLEBEE

PRIMARY FUNCTION: ESPIONAGE

[From the Datatracks of Optimus Prime, Autobot Commander]

BIO

Bumblebee looks up to the other Autobots. He feels inadequate due to his physical limitations and is eager to demonstrate his courage. Bumblebee sometimes takes foolhardy risks to impress his comrades, especially his two idols: Prowl and (I'm flattered but embarrassed to admit) his commander. He takes criticism harshly, especially from Sunstreaker, who seems to enjoy pointing out Bumblebee's faults to the others. Although they sometimes can't help but laugh at Sunstreaker's cruel jibes, most of the other Autobots appreciate Bumblebee's skills and fun-loving, wisecracking nature. Bumblebee often misinterprets their overtures of acceptance as condescension, which only steels his resolve to prove himself and belong. Despite this, I have faith in Bumblebee's abilities and potential.

"THE LEAST LIKELY CAN BE THE MOST DANGEROUS."



WEAPONS/ ABILITIES

Although small and physically weak, Bumblebee is one of the most fuel-efficient Autobots, able to function on miniscule amounts of Energon for twice as long as his next most-efficient comrade. His skills as a spy are impressive: his non-threatening appearance, visual acuity, and overall stealth make him an excellent infiltrator. He's also outfitted for underwater operations at great depths.

ALTERNATE MODE

EARTH CAR



WEAKNESSES

Bumblebee is weaker than most of the battlefield challenges he undertakes. This necessitates other Autobots rescuing him, which only worsens his self-image.

DECEPTICON

BUZZSAW

PRIMARY FUNCTION: SPY

BIO

Buzzsaw is the consummate pretentious artist. He portrays himself as an aloof, worldly loner whose thoughts are too complex to be understood by the inferiors around him. He likens each of his endeavors, from spying on troop movements to reducing an Autobot to a twisted pile of scrap, to a new work of art and acts accordingly. Despite the image of sophistication he is actually a destructive and cruel monster who craves the attention and praise of the other Decepticons for his work. Most of the Decepticons view his condescending attitude and occasional tirades about art as tiresome, but they do appreciate his dedication and results.

"MY BITE IS WORSE THAN MY BARK."



WEAPONS/ABILITIES

Subject can fly at speeds of up to 250 miles per hour. Armed with two mortar cannons that can fire five rounds per minute, they are neither particularly powerful nor accurate. Subject possesses acute vision, which allows him to spot and focus on a thumbtack at up to 20 miles away. Also has a diamond-hard, micro-serrated beak. He uses this weapon with scalpel-like precision.

WEAKNESSES

Subject's artistic ego is vulnerable to criticism and failure. He is also vain and protective of his beak, his primary "artistic" instrument.

ALTERNATE MODE

CASSETTE



AUTOBOT

CAMSHAFT

PRIMARY FUNCTION: SCOUT

SUB GROUP:
OMNIBOT

BIO

Camshaft enlisted in the Autobot army because he believes the Decepticons must be stopped, he just doesn't want to become one of the casualties of achieving that goal. Camshaft is highly intelligent he avoids unnecessary risks and always plays it safe. He can't be relied upon for battlefield heroics but he's excellent at his job. Ironically, his tendency to keep himself out of danger actually makes him the best kind of scout, one that doesn't get caught.

"SOMETIMES YOU HAVE TO BE SMART ENOUGH TO KNOW WHEN TO RUN."

WEAPONS/ ABILITIES

Subject has a rear-mounted "white noise" scrambler that fires pulses of energy that disrupt scanners and sensors. He uses this weapon in both robot and vehicle modes to evade detection on scouting missions. In robot mode, he's also armed with a low-powered plasma blaster. Highly efficient and capable of operating on long-range scouting missions for extended periods without refueling.



ALTERNATE MODE//

EARTH CAR



WEAKNESSES

Subject exhibits no known physical weaknesses

DECEPTICON

SUB GROUP:
PRETENDER

CARNIVAC

PRIMARY FUNCTION: HUNTER/TRACKER

PRETENDER SHELL//

"A CUNNING SMILE IS
MORE DEVASTATING
THAN THE FIERCEST WEAPON."



BIO

Carnivac can always be found with a smile on his face, even in the midst of battle. His outward cheer often catches opponents off-guard. He can be in the middle of a jovial conversation, grinning widely, and then tear out someone's fuel pump, still smiling. Carnivac has no ability to distinguish appropriate from inappropriate behavior. He just acts with reckless, violent abandon. His comrades suspect that vital cerebro-circuitry may have been damaged long ago, turning this once-noble warrior into the Decepticon he is today. Carnivac doesn't care; he's happy just the way he is.

DECEPTICON

CARNIVAC

PRIMARY FUNCTION: HUNTER/TRACKER

WEAPONS/ABILITIES

Subject's Pretender shell [See Pretenders] is equipped with hydraulics that allow it to jump 50 feet in any direction from almost any position. Shell has laser eye-beams capable of vaporizing an opponent. Subject wields an anti-thermal cannon with infrared targeting that slows down its targets molecular activity, effectively freezing them.



ALTERNATE MODE

WOLF



WEAKNESSES

For all his aggressive behavior Subject is not exceptionally strong. If someone survives his initial attack, Subject can be beaten.

AUTOBOT

SUB GROUP:
PRETENDER

CATILLA

PRIMARY FUNCTION: SURVEILLANCE

PRETENDER SHELL//

"STALK BEFORE YOU STRIKE."



BIO

Catilla is patient and vigilant. He appreciates the importance of his job, so he has no problem squatting down silently in his position and just observing Decepticon activity for however long is needed. Catilla knows that he'll eventually get to his prey, and he prefers to be fully prepared for when that happens. After stalking his targets, he takes great pleasure in their eventual destruction. Previous to the war Carnivac and Catilla operated as part of an investigative law enforcement team

AUTOBOT

CATILLA

PRIMARY FUNCTION: SURVEILLANCE

WEAPONS/ABILITIES

Subject's outer Pretender shell [see Pretenders] helmet is equipped with a full range of scanners, infrared sensors, radar, and various tracking systems. The shell's armor boosts his speed and agility, and Subject has a top running speed of 150 miles per hour in this mode. Both his shell and alternate mode have durabyllium steel claws and fangs that can tear through armor. Subject is armed with an air concussion cannon in robot mode. Tail can wrap around and crush most opponents.



ALTERNATE MODE//

TIGER



WEAKNESSES

If circumstances force Catilla to strike when he's not ready, he can feel overwhelmed and opt to retreat.

DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER

CEMENT-HEAD

PRIMARY FUNCTION: DEMOLITIONS

BIO

Cement-Head is the boastful component of the duo that commands the Decepticon Cannon Transport. He and partner Terror-Tread are in charge of the transforming base's deployment and battlefield command. Cement-Head is always out in front of the vehicle, shouting demoralizing rhetoric to frighten opponents before he and Terror-Tread even arrive and give them a real reason to be scared.

"ONLY THE BEST CAN WIN, AND WE'RE THE BEST."



WEAPONS/ ABILITIES

Subject is a front-end Micromaster Combiner who combines with Terror-Tread to form a dump truck. He can also recombine with any other rear-end Combiner to form a new vehicle mode. Capable of combining with the Cannon Transport in vehicle mode, allowing him to automatically control all of its significant offensive and defensive weapons, including an Autobot-detecting cybernetic scanner with a 20-mile range and long-range dual plasma blasters.

ALTERNATE MODE//

DUMP TRUCK



WEAKNESSES

Subject exhibits no known physical weaknesses

AUTOBOT

CHAINCLAW

PRIMARY FUNCTION: GROUND TROOPER

SUB GROUP: PRETENDER

PRETENDER SHELL//

"THE ONLY THING FOR CERTAIN IS UNCERTAINTY."



BIO

Hypochondria and paranoia paralyzes Chainclaw. He focuses on every minor technical problem until he's convinced that he has some metal-eating disease that's going to destroy him. Chainclaw even worries that his gun might backfire and maim him or that his shell won't unlock when he needs to get out. He makes things worse by imagining all the horrible ways he and his Autobot comrades could be killed in battle. He's negative and unhappy with the world, but he struggles on even though he wonders what the point really is. All his worrying and frustration is channeled into ferocious action once he starts fighting.

AUTOBOT

CHAINCLAW

PRIMARY FUNCTION: GROUND TROOPER

WEAPONS/ABILITIES

Subject's armored outer Pretender shell [See Pretenders] has serrated claws with thermal wiring that heats them until they can easily burn through most metals. In robot mode, subject wields a double-barreled blaster that converts ambient sound into powerful blasts of concussive force.



ALTERNATE MODE



BEAR

WEAKNESSES

Subject often worries himself to a standstill, making him too afraid to fight or even move

AUTOBOT

CHASE

PRIMARY FUNCTION: SCOUT

SUB GROUP:
THROTTLEBOT

BIO

Chase is the type of bot that shakes someone's hand enthusiastically and tells him he's glad to see him again, even if he's never met him before. He exudes a superficial friendliness that might have led him into politics if the war hadn't interfered. He is eager, impatient, and always ready to brag about what he plans to accomplish in addition to what he's actually done. Surprisingly, the other Autobots enjoy Chase's company – his upbeat, go-getter attitude is in short supply in the middle of a war.

"HUNTERS DRIVE: TARGETS PARK."



WEAPONS/ABILITIES

In vehicle mode, Subject's top speed is 240 miles per hour. In robot mode, vision is augmented to allow him to see for miles in three directions simultaneously. Has short-, mid- and long range radar dishes mounted in his torso.

ALTERNATE MODE//

EARTH CAR



WEAKNESSES

Subject is prone to mechanical problems with his drive shaft and transmission in vehicle mode, sometimes forcing him to walk when driving would be more efficient.

AUTOBOT

SUB GROUP:
HEADMASTER

CHROMEDOME

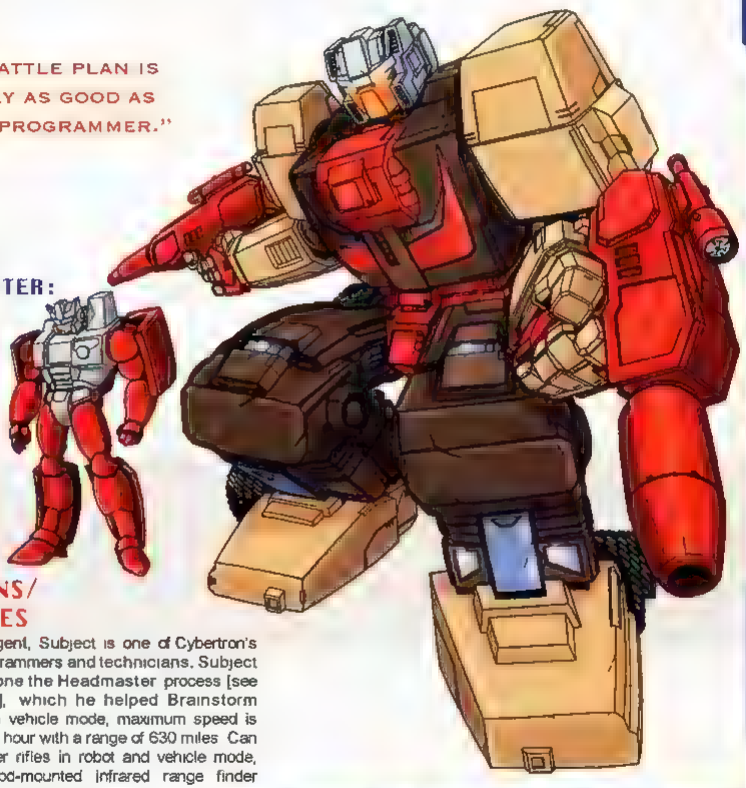
PRIMARY FUNCTION: COMPUTER PROGRAMMER

BIO

Chromedome had his head stuck in a monitor at Cybertron's Institute for Higher Programming crunching numbers when the Autobot/Decepticon conflict broke out. He ignored the worsening political situation in favor of his programming work, until the Institute was destroyed by a Decepticon attack. Chromedome is arrogant and quickly becomes frustrated when explaining the technology he's working on to his less technically inclined comrades. Other Autobots are secretly embarrassed for him when he gets excited about some new gizmo or particularly "thrilling" piece of code. Chromedome's Headmaster partner, Stylor, is an egotistical Nebulan [see Nebulon] who is more interested in chasing females and wearing the latest fashions than war. Stylor is mortified by Chromedome's giddiness for programming, and Chromedome is envious of the popular Stylor.

"A BATTLE PLAN IS ONLY AS GOOD AS ITS PROGRAMMER."

HEADMASTER: STYLOR



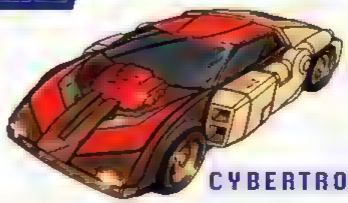
WEAPONS/ ABILITIES

Highly intelligent, Subject is one of Cybertron's premiere programmers and technicians. Subject has undergone the Headmaster process [see Headmasters], which he helped Brainstorm perfect. In vehicle mode, maximum speed is 478 miles per hour with a range of 630 miles. Can use dual laser rifles in robot and vehicle mode, where a hood-mounted infrared range finder automatically targets them.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE



CYBERTRONIAN CAR

DECEPTICON

CINDERSAUR

PRIMARY FUNCTION: FIRESTORM TROOPER

SUB GROUP: FIRECON

BIO

Cindersaur is only barely conscious of what's going on around him. It is suspected that this pyromaniac Decepticon permanently damaged his cerebro-circuitry through smoke inhalation. Cindersaur burns everything in his path to the ground for fun, and also because he's too stupid to find his way back home without an obvious path of destruction to follow. He's released on the field to sow terror and confusion, and he's surprisingly capable at his job.

"CRASH AND BURN... AND BURN...AND BURN."



WEAPONS/ ABILITIES

Subject is impervious to most heat based attacks. In creature mode, Subject has a fusion-powered flame-thrower mounted in mouth. He can use this weapon with extreme accuracy, making anything from a thin, concentrated stream of fire to a wide spray. In robot mode, he uses a less-powerful flame-thrower rifle.

ALTERNATE MODE

MONSTER



WEAKNESSES

Subject is a dangerous combination of pyromania, stupidity, and mental instability.

AUTOBOT

CLIFFJUMPER

PRIMARY FUNCTION: WARRIOR

BIO

Eager and daring, Cliffjumper has all the qualities of a potential first-class warrior. However, his desire for vengeance against the Decepticons has, unlike Bluestreak's passive rambling, taken a more impatient, bloodthirsty form. "Let me at 'em" is usually the first statement out of his mouth even before a briefing on Decepticon activity is complete. Although he does care for the safety of Earth's people, he often finds them and the planet's terrain to be a hindrance to his effectiveness in battle, and he expresses this mild contempt by being somewhat careless and destructive of property.



"STRIKE FIRST, STRIKE FAST, STRIKE HARD."

WEAPONS/ ABILITIES

In his vehicle mode, subject is one of the fastest of the Ark-converted Autobot cars. Primary weapon is what subject has dubbed his "glass gas" rifle; this semi-automatic weapon shoots projectiles that explode on contact, covering their target with a destructive gas that disrupts most metals on a microscopic level, rendering them as brittle as glass.

WEAKNESSES

Subject's rash actions often lead him into dangerous predicaments. Careless use of his glass gas rifle can expose him to his own weapon's effects. Also worrisome is how wrapped up he can become in seeking retribution against the Decepticons.

ALTERNATE MODE//



EARTH CAR

AUTOBOT

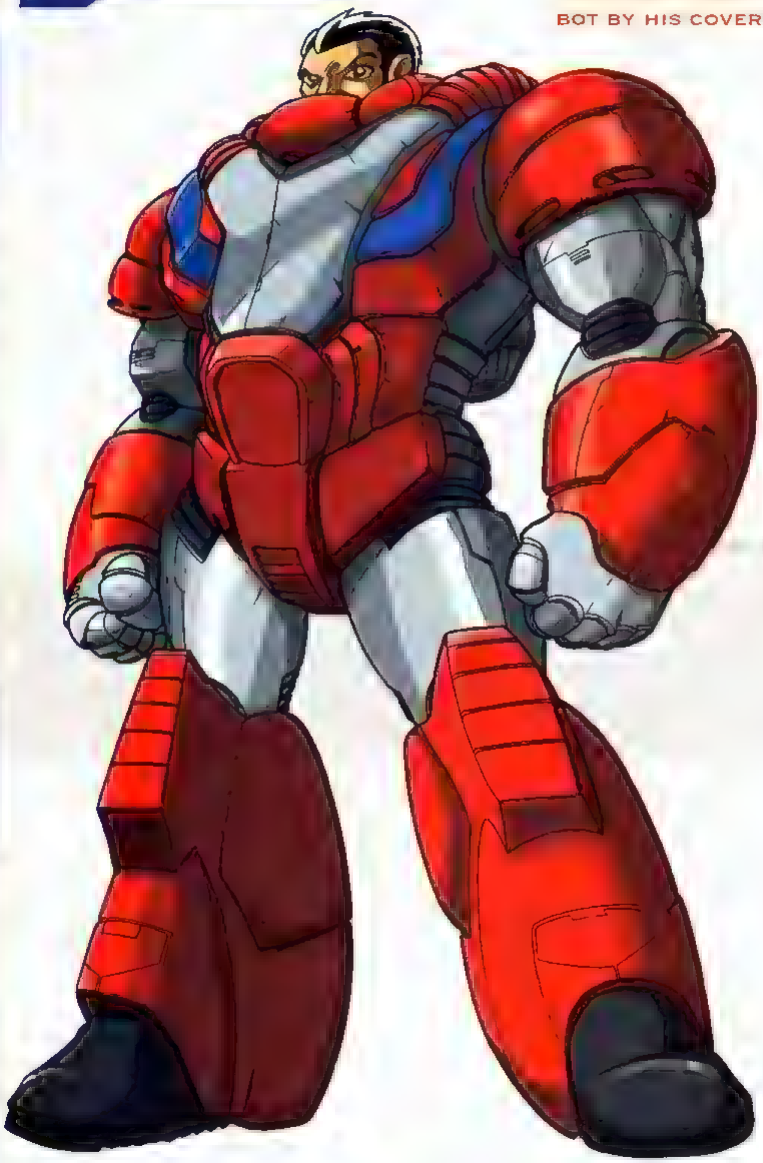
CLOUDBURST

PRIMARY FUNCTION: SPACE DEFENSE

SUB GROUP:
PRETENDER

PRETENDER SHELL

"YOU CAN'T TELL A BOT BY HIS COVER!"



AUTOBOT

CLOUDBURST

PRIMARY FUNCTION: SPACE DEFENSE

BIO

Cloudburst was timid and dull until he became a Pretender. Once hidden within his new shell, he took the opportunity to reinvent himself and project an aggressive, charming attitude that is a complete turn-around from his real personality. His long-time friends among the Autobots continually try to convince him that he doesn't need his shell and fabricated personality to feel secure and better about himself, but he dismisses them and acts like he doesn't know what they're talking about. Cloudburst is fundamentally mistrustful of others' intentions, especially any Decepticons, possibly because he knows that he's constantly misleading people himself.



WEAPONS/ ABILITIES

Subject's armored outer Pretender shell [See Pretenders] is armed with an electrified lightning whip and a thunderbolt cannon that fires high-voltage bursts. Inner robot can convert into a high-speed interplanetary cruiser, armed with a particle beam cannon

WEAKNESSES

Subject is reluctant to leave the safety of his shell, which makes him vulnerable in situations where his vehicle mode might be useful.

ALTERNATE MODE

SPACE CRUISER



AUTOBOT

CLOUDRAKER

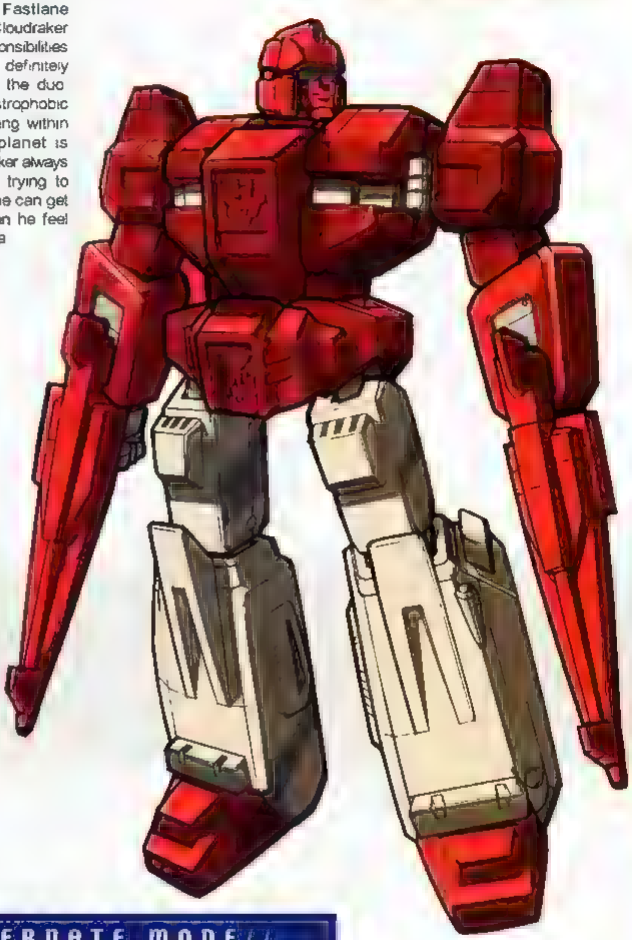
PRIMARY FUNCTION: SKY FIGHTER

SUB GROUP: CLONE

BIO

Cloudraker is a frustrated neurotic. Only a fraction of a moment older than his cloned twin, Fastlane [See Cloning Process], Cloudraker took on all the nagging responsibilities of an older sibling. He is definitely the less well adjusted of the duo. He's also extremely claustrophobic to the point that even being within the atmosphere of a planet is oppressive to him. Cloudraker always flies as high as he can, trying to reach escape velocity so he can get into space. Only there can he feel some relief from his phobia.

"GRAVITY IS THE CHAIN THAT BINDS US ALL."



WEAPONS/ ABILITIES

In vehicle mode, Subject is a supersonic jet fighter that is almost capable of escape velocity speeds. In both modes, uses two gravity-rod rifles that diminish or increase the effects of gravity, causing objects to float or become immobile.

ALTERNATE MODE

CYBERTRONIAN JET



WEAKNESSES

Subject isn't designed for escaping a planet's gravity on his own, and he can sometimes break down and start a terrifying spiral when he tries.

DECEPTICON

SUB GROUP:
COMBATICON

BLASTOFF™

PRIMARY FUNCTION: SPACE WARRIOR

BIO

Blast Off is a cold and aloof aristocrat who acts like he doesn't need the company of other, lesser Decepticons. He does this to cover up the fact that his frequent extended stays in orbit make him unbearably lonely. He often acts as a space-based sniper raining destruction down onto planet bound targets. In this function he never sees his enemies face-to-face and doesn't get to witness the horrifying aftereffects of his attacks, which may be why he can do it so casually.

WEAPONS/ABILITIES

In shuttle mode Subject is capable of reaching escape velocity and remaining in orbit for up to eight months at a time. Top speed in this mode is 26,000 miles per hour, and it is armed with a powerful and accurate X-ray laser that can hit targets up to 12,000 miles away from orbit. In robot mode, he is armed with an ionic blaster and two leg-mounted cannons. Subject joins with the rest of the Combaticons to form Bruticus.



"I DESTROY AUTOBOTS BY CHOICE, NOT COMMAND."

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE



SPACE SHUTTLE

DECEPTICON

BRAWL

PRIMARY FUNCTION: GROUND ASSAULT

SUB GROUP:
COMBATICON

BIO

Brawl is a loud, noisy irritant who pushes around everyone weaker than he is. He's got a hair-trigger temper that can turn against the Decepticon who happens to be standing in his way just as easily as any Autobot enemy. Despite his wildly temperamental and belligerent nature, Brawl is incredibly skilled and effective as a warrior. Onslaught often employs him to spearhead Combaticon offensives.

"I WAS BUILT TO BE WILD."



WEAPONS/ ABILITIES

Subject is very strong and well armored. In tank mode, has a maximum speed of 45 miles per hour, with a range of 600 miles. Turret fires explosive shells with the equivalent force of 200 pounds of TNT, and rear-mounted twin sonic cannon fires 300-decibel bursts of concentrated sound. In robot mode, Subject uses a 10-megawatt electron gun. He combines with the other Combaticons to form Bruticus.

ALTERNATE MODE//

EARTH TANK



WEAKNESSES

Subject's inability to stay quiet prevents him from sneaking up on anyone.

DECEPTICON

SUB GROUP:
COMBATICON

ONSLAUGHT

PRIMARY FUNCTION: COMBATICON LEADER

BIO

Onslaught would choose mental war games over real ones, despite his powerful abilities as a warrior. This is because Onslaught is a devout perfectionist. Once his strategies become real, there's always the chance that one of his warriors will foul it up somehow, infuriating him for sullying his foolproof plan. His rage when someone fails to perform is legendary—other Decepticons have taken heed and now carry out his instructions to the letter. This is bad news for the Autobots, but a welcome relief for Onslaught that allows him to focus on fighting.

WEAPONS/ ABILITIES

Subject is highly intelligent and strong, with extensive strategic training. In vehicle mode, Subject is capable of firing missiles with explosive force equivalent to 3,000 tons of TNT. Missiles' range is 6,500 miles, but their accuracy is hampered by electromagnetic interference. In robot mode, wields a sonic stun gun. Forms torso of super-robot Bruticus.



"THE MIND IS THE GREATEST WEAPON."

WEAKNESSES

Subject can become angry, sullen or even fully depressed if one of his plans fails.

ALTERNATE MODE//



MISSILE TRAILER

DECEPTICON

SWINDLE

PRIMARY FUNCTION: MUNITIONS EXPERT

SUB GROUP:
COMBATICON

BIO

Swindle is a greedy hustler. He's a charming fast-talker whose optic sensors are always scanning the crowd for the next mark to scam. Unlike his fellow Combaticons, Swindle isn't a devotee of war per se, he just loves all the opportunities it presents to him for making a profit. Swindle is dedicated to the Decepticon cause because he knows their aggressive ways will keep wars going indefinitely, which means more chances for him to get a kickback from selling weapons. A ruthless capitalist out for number one, he'd even sell to the Autobots... if he thought he could get away with it

"MAKE DEALS, NOT WAR."



WEAPONS/ ABILITIES

Subject is an expert on most known forms of weaponry, and their current pricing. Also an experienced salesman. In vehicle and robot modes, wields a small gyro gun that disrupts targets' balance and a scatter blaster that fires bursts of explosive pellets. Joins with Combaticons to form Bruticus.

ALTERNATE MODES



COMBAT 4WD VEHICLE

WEAKNESSES

Prone to flipping over when making sharp turns

DECEPTICON

SUB GROUP:
COMBATICON

VORTEX

PRIMARY FUNCTION: INTERROGATION

BIO

Vortex loves to instill fear in his captives. He's studied the art of interrogation, and his tactics capitalize on his victims' fear of pain and death to squeeze information out of them. He'll drag them around while in helicopter mode, dangling them over treacherous terrain while spinning about wildly. Disoriented and terrified, Autobot soldiers are often willing to spill any information to get the "ride" to stop. Not surprisingly, the only thing Vortex likes more than the interrogation itself is its completion, when he drops his victims to their deaths.

"I'M VORTEX, FLY ME – IF YOU DARE!"



WEAPONS/ABILITIES

In vehicle mode, Subject is highly maneuverable and travels at speeds of 300 miles per hour for up 1,200 miles. Rotor blades possess the ability to create 200 – 300 mile per hour wind funnels that subject has moderate directional control over. In both robot and vehicle modes, Subject is armed with semi-automatic glue gun and twin cannons

ALTERNATE MODE//

COMBAT HELICOPTER



WEAKNESSES

Subject exhibits no known physical weaknesses

DECEPTICON

BRUTICUS

SUB GROUP:
COMBATICON

PRIMARY FUNCTION: WARRIOR

BIO

Bruticus is a single-minded engine of destruction. He combines the personalities of the five Combaticons, all horrendous war criminals in their own right, into one unquestioningly obedient super-warrior. Bruticus extracts only the most basic analogous trait of the group: their love of war. The Combaticons each have their own unique appreciation for warfare, but Bruticus' is much more direct. He lives only to destroy in the name of the Decepticons. Bruticus is every military commander's dream: an unthinking, unstoppable weapon of war who will do anything he's told.

"THE ROAD TO CONQUEST IS PAVED WITH AUTOBOT WRECKS."



WEAPONS/ABILITIES

Subject utilizes combiner technology [see Combiners] to merge all five Combaticons into one unit. He is immensely strong, able to pulverize military-grade bridges with a single swipe of his massive hand. Armed with Onslaught's sonic stun gun.

WEAKNESSES

Subject exhibits no known physical weaknesses.


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DECEPTICON

SUB GROUP:
CONSTRUCTICON

BONECRUSHER

PRIMARY FUNCTION: DEMOLITIONS

BIO

Bonecrusher is a firm believer in survival of the fittest. He feels that only the strongest should–or even deserve to–live. Bonecrusher worships strength and despises weakness, which carries over into his approach to demolitions work. Anything that can't stand up to him should be crushed, he reasons. He loves to look over a barren landscape full of shattered structures, knowing that it was his own power that allowed the destruction to take place. Bonecrusher's attacks on the battlefield are wild and intense, terrifying Autobots while making him popular and admired among his Decepticon comrades.

"HIT IT 'TIL IT STANDS NO TALLER THAN DUST."



WEAPONS/ ABILITIES

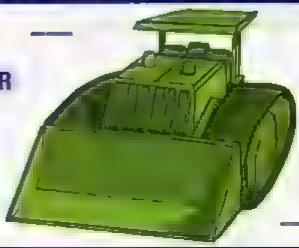
Subject is heavily armored and is the strongest individual Constructicon. In vehicle mode, he exerts 800,000 lbs. of pressure per square inch at his top speed of 30 miles per hour. He uses a short-range concussion missile launcher to aid demolitions. In robot mode, he wields a laser pistol. Subject forms left arm of Devastator.

WEAKNESSES

Subject is often buried in the rubble of his own manic demolitions. He is not very intelligent.

ALTERNATE MODE//

BULLDOZER



HOOK

PRIMARY FUNCTION: SURGICAL ENGINEER

SUB GROUP:
CONSTRUCTICON

BIO

Hook considers his fellow Decepticons to be crude, simple-minded, or otherwise flawed. The only other Constructicon that Hook secretly respects is Scrapper, whose skills rival his own. Other than that, Hook's snobbish ways aren't just for show–he really has no time for those whom he considers unprofessional and unskilled. Hook's perfectionism is legendary; he puts as much slow, agonizing effort into painting a detail onto a building as he shows when performing a delicate operation on a comrade. The fact that other Decepticons can't argue with his impressive skills only serves to make Hook even more unpopular among them.

"STRIVE FOR PERFECTION EVEN IF OTHERS MUST SUFFER."



WEAPONS/ABILITIES

Subject is skilled in all forms of construction technology, with a specialization in Transformer physiology and surgery. He is very strong. In vehicle mode, his crane can lift over 20 tons. It positions objects with an error level lower than .00001%. In robot mode, he wields a laser pistol. Subject forms head module of Devastator.

ALTERNATE MODE



CONSTRUCTION CRANE

WEAKNESSES

Subject's quest for perfection makes him take too long on trivial tasks, which delays projects or even puts him at risk on the battlefield.

DECEPTICON

SUB GROUP:
CONSTRUCTICON

LONG HAUL

PRIMARY FUNCTION: TRANSPORT

BIO

Long Haul hopes for a promotion from his unexciting role of supply transport. He originally agreed to become a Decepticon because he thought it would mean more action and glory. While the Decepticon army has provided him with numerous combat opportunities, he still longs to become a front-line soldier. Despite his dreams, Long Haul rationalizes that he currently has an important, albeit often boring, role. Although he knows that's true, he still envies and idolizes Bonecrusher who is often assigned more combat-oriented duties.

"A BATTLE FRONT IS ONLY AS GOOD AS ITS SUPPLY LINE."



WEAPONS/ ABILITIES

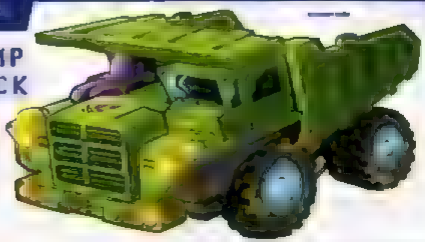
Subject is the second-strongest individual Constructicon. In vehicle mode, he can carry 90 tons for 1,200 miles without refueling. He has an optional dual heat-seeking missile launcher. In robot mode, he wields a laser pistol. Subject forms the torso of Devastator.

WEAKNESSES

Subject is sensitive about his social status; he can be lured into a fight in which he's outmatched if his opponent mocks his job or combat skills. His boredom often interferes with his performance.

ALTERNATE MODE

DUMP TRUCK



DECEPTICON

MIXMASTER

PRIMARY FUNCTION: MATERIALS FABRICATION

SUB GROUP:
CONSTRUCTICON

BIO

Mixmaster is so good at his job that he seems more like an alchemist or magician than a master of chemistry and science. When Decepticons request seemingly impossible construction materials, Mixmaster laughs and then giddily goes about producing whatever is needed with maniacal speed. Mixmaster enjoys taking random objects to use for his production process, including still-living Autobots. Hook finds Mixmaster's methods distasteful and unprofessional, but the other Decepticons are happy with his efficiency and enthusiasm.

WEAPONS/ ABILITIES

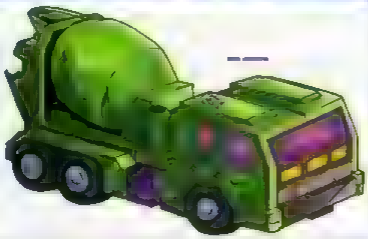
Subject is an expert in all known disciplines of practical and theoretical chemistry. His mixing drum, accessible in both modes, acts as a mobile chemistry lab where acids and bonding agents can break down almost anything and then recombine it as whatever new substance is required. In vehicle mode, he wields an infrared cannon that shoots bursts of heat up to 8,000° Celsius for almost one mile. As a robot, he wields a laser pistol and head-mounted optical projection distorter that disrupts targets' vision. Subject forms left leg of Devastator.

"HOW STRONG THE STEEL, HOW QUICK THE CONQUEST."



ALTERNATE MODE

CEMENT MIXER



WEAKNESSES

Subject exhibits no known physical weaknesses.

DECEPTICON

SUB GROUP:
CONSTRUCTICON

SCAVENGER

PRIMARY FUNCTION: MINING AND SALVAGE

BIO

Scavenger's self-esteem is so low that he doesn't even make any attempt to hide his desperate quest for approval. Always eager to please, Scavenger is constantly digging up the countryside–from desert wastelands to human backyards–for items to offer other Decepticons as tokens of friendship. Usually the "gifts" turn out to be nothing more than useless scraps. In the eyes of his Decepticon comrades, who further lower his sense of self-worth by mocking him with such derogatory names as "Scrub" and "Scrounge," Scavenger has a large, messy pile in his quarters where he stores the odds and ends he obsessively collects. Some, like Scrapper, find his behavior pitiable and endearing, but even he can become irritated by Scavenger's antics. Fortunately, Scavenger is fairly skilled at his job.



"EVERYTHING IS WORTH SOMETHING, EVEN ME."

WEAPONS/ ABILITIES

Subject's shovel is equipped with a full range of powerful magnetic, sonic, electrical, and gas sensors that allow him to detect various materials, from metals to fuel sources, at a range of 500 yards. Sonar system allows Subject to determine the composition and layout of the ground up to 1.2 miles beneath him with 80% accuracy. He carries a missile launcher in vehicle mode and uses a laser pistol as a robot. Subject forms right arm of Devastator.

WEAKNESSES

Subject has poor judgment and often uses too much fuel on wasteful activities.

ALTERNATE MODE//

TRACK HOE



DECEPTICON

SCRAPPER

PRIMARY FUNCTION: CONSTRUCTION ENGINEER

SUB GROUP:
CONSTRUCTICON

BIO

Scrapper's amazing ability to design and produce almost any structure or machine the Decepticons might need is only matched by his intense modesty in the face of compliments. The artistic Scrapper manages to entertain himself and his allies with his sadistic hobby of incorporating defeated Autobots into his constructions, which is one of the reasons he's the most well-liked Constructicon. Megatron appointed the sociable Scrapper to act as leader of the Constructicons over the snobbish Hook. Megatron feels Scrapper is the most valuable of the team. Modesty prevents Scrapper from agreeing.

"MY WORK IS A MONUMENT TO – AND OF – MY ENEMIES."



WEAPONS/ ABILITIES

Subject has a natural skill at design that is heightened by a mastery of engineering. He is physically very strong in both modes. In vehicle mode, his shovel can slice through 12 inches of steel plating and lift up to 30 tons. He can also deploy a winged mode that allows him to fly at 60 miles per hour for up to 250 miles. He's armed with a laser pistol as a robot. Serves as right leg of Devastator.

ALTERNATE MODE//

WHEEL LOADER



WEAKNESSES

Subject's shovel can become vulnerable to stress fractures when overworked.

DECEPTICON

SUB GROUP:
CONSTRUCTICON

DEVASTATOR

PRIMARY FUNCTION: WARRIOR

BIO

The six individual Constructicons that form Devastator rarely agree on anything, which is mirrored in the disordered personality of their combined mode. Devastator has a unique mind all his own, but it is based solely on what the Constructicons can agree upon. This results in a constant mental struggle within Devastator's head, as the submerged personalities of the Constructicons subconsciously offer him six different viewpoints and courses of action at any given moment. Devastator displays a confused and childlike demeanor because of this, which belies his brutal nature. Ultimately, Devastator ignores the bickering spectral voices in his head and goes for a default course of action as his fallback in any circumstance: destroy everything without a Decepticon symbol on it.

"THINKING AND WINNING DO NOT MIX."

WEAPONS/ABILITIES

Subject utilizes Combiner technology [See Combiners] to merge the six Constructicons into one super-robot. Incredibly strong, Subject can create a mile-deep fissure in the ground with one punch. He also wields a thermal cannon that fires bursts of heat capable of reaching temperatures of 10,000 Centigrade. Subject has access to his component parts' abilities, but his limited intelligence makes their use highly ineffective.



WEAKNESSES

The technology that forms Subject is actually quite primitive. However, the Constructicons are under orders not to redesign it since their commanders don't want to risk somehow diminishing this Combiner's current level of battlefield effectiveness.

COSMOS

PRIMARY FUNCTION: RECONNAISSANCE AND COMMUNICATIONS

BIO

Cosmos is one of the loneliest Autobots. His primary function keeps him in space for extended periods of time, much like the Combaticon Blast Off. In contrast to Blast Off, Cosmos is a well-liked mechanoid who has no problem expressing how much he enjoys the company of his comrades. His friends send Cosmos frequent messages when he's in orbit, but sometimes neither that nor zipping through meteor showers is enough to relieve his boredom. When orbiting Earth, he occasionally pulls pranks like flying to the surface and hovering over someone's home. This generally gives the Earthlings a bit of a harmless scare and also gives the light-hearted Cosmos a funny story to tell his friends when he finally gets back.

"REACH FOR THE STARS, BUT NEVER LEAVE YOUR FRIENDS."



WEAPONS/ ABILITIES

In vehicle mode, Subject can achieve orbit under his own power, and is highly maneuverable. He's capable of traveling the distance between Earth and the Moon with sufficient Energon. Subject functions as a communications satellite. His optical sensors can see a human-sized object at a distance of 600 miles. His robot mode is not very strong, but it's designed for zero-gravity operations. Both modes utilize high-powered particle cannons.

ALTERNATE MODE//

FLYING SAUCER



WEAKNESSES

Subject's robot mode is cumbersome on land in anything but low-gravity environments.

AUTOBOT

SUB GROUP:
MICROMASTER

COUNTDOWN

PRIMARY FUNCTION: AEROSPACE COMMANDER

BIO

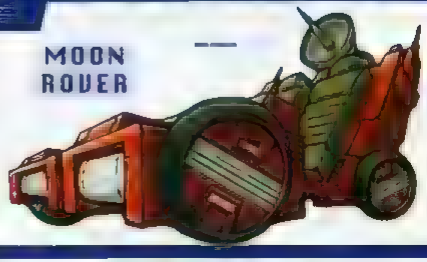
Countdown's efforts have become the stuff of legend throughout the galaxy and beyond. Armed with one of the fastest space transports ever produced by Cybertronian technology, Countdown was entrusted with preventing the Decepticon expansionists' efforts to conquer other, less-resistant worlds in the universe. This quest has taken him to almost a million stars, and he's never relented or lost sight of his goal. In fact, Countdown's belief in Autobot ideals has become so deep that he now looks beyond the immediate Autobot-Decepticon conflict, thinking about what the role of the Autobots will be in the post-Decepticon era. Countdown feels that just having a universe free of the Decepticon menace isn't enough; he also intends to make sure it's free of injustice and tyranny of any kind.

"FOR A WORLD WITHOUT EVIL,
YOU NEED A UNIVERSE WITHOUT EVIL."



ALTERNATE MODE

MOON ROVER



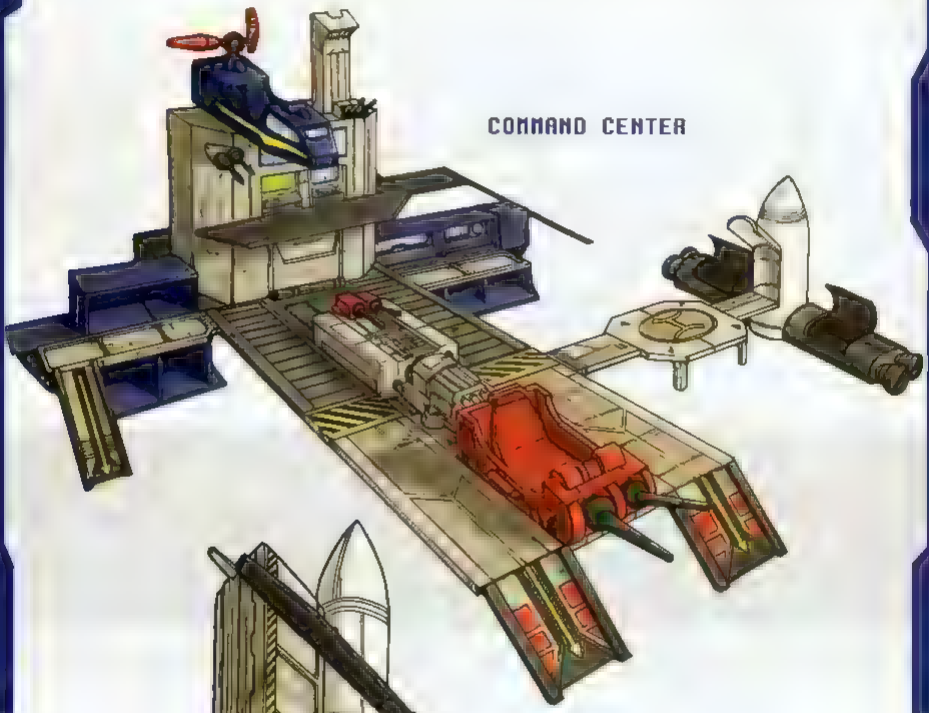
COUNTDOWN

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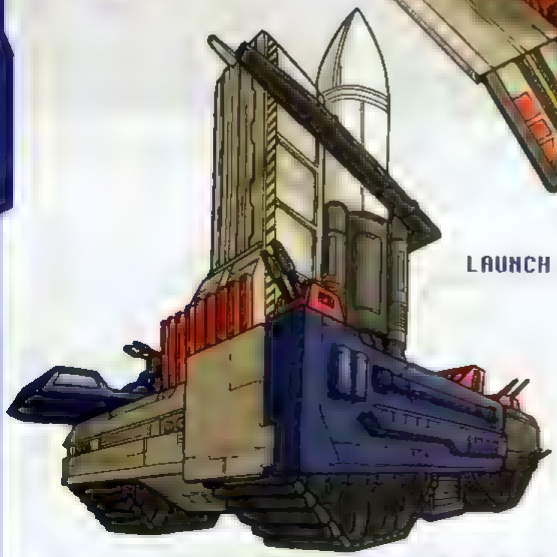
SUB GROUP:
MICROMASTER

WEAPONS/ABILITIES

Subject is both highly intelligent and physically strong as well as being an exceptional leader and pilot. He possesses excellent strategic skills, and his experiences on alien worlds have sharpened his political expertise. Embedded com-link disk allows him to control his shuttle and base complex from up to 30,000,000 miles away. Interstellar rocket ship is one of the largest Cybertronian transports ever created, capable of transporting great amounts of equipment and personnel. A unique guidance system and experimental transwarp engines allow it to use gravitational pulls to help it "slingshot" across the galaxy in mere moments. Launch base converts to fully armed and equipped command center; it can also transform into a compressed mode that allows the rocket to transport it, although this slows down the travel process.



COMMAND CENTER



LAUNCH BASE

WEAKNESSES

Subject's willingness to become involved with local conflicts can detract from his efforts to fight the Decepticons, and can get him wrapped up in political situations he may be unprepared for.

DECEPTICON

SUB GROUP:
TRIGGERCON

CRANKCASE

PRIMARY FUNCTION: DATA COLLECTOR

BIO

Crankcase is an ungrateful and unwanted Decepticon. He knows the other Decepticons don't like him, so he has learned to take pleasure in being ostracized. His only joy comes from complaining about how terrible things are in order to demoralize his tormentors: the worse things get, the more he whines and the happier he becomes. This succeeds in dismaying his comrades, since they know they'll always need to call upon him for his abilities and thus be subjected to his wheezing tirades.

"THINGS ARE NEVER AS GOOD AS THEY SEEM."



WEAPONS/ ABILITIES

Crankcase is a highly skilled data collector possessing a vast memory capacity to facilitate the storage and retrieval of information. He also exhibits great endurance and physical strength. Subject can launch infrared probes that penetrate a target's outer armor and relay information regarding their entire infrastructure. Subject uses this to catalogue Autobot strengths and weaknesses for battle plans. Also armed in both modes with two high-impact laser cannons and a distortion modulator that scrambles enemies' cerebro-circuitry.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE



4X4 VEHICLE

AUTOBOT

CROSSBLADES

PRIMARY FUNCTION: GROUND REINFORCEMENT

SUB GROUP:
PRETENDER

PRETENDER SHELL//



"A WARRIOR IS ONLY AS GOOD AS HIS WEAPONS."

BIO

Crossblades doesn't hesitate to tell everyone how much of an ace he is at piloting his vehicle modes. When he's not out on patrol, he can be found discussing his high-speed turning abilities as a dragster or precise maneuverability as a helicopter with his friends, whether they want to hear about it or not. Crossblades is particularly fond of keeping his weapons up to date with the latest technology (which he also loves to explain in detail) and is obsessive about keeping them in peak condition. Although he is not modest about himself, Crossblades earns a great deal of respect for his dedication and skill. He is utterly vigilant on patrol and only takes breaks to refuel.

CROSSBLADES

CONTINUED

WEAPONS/ABILITIES

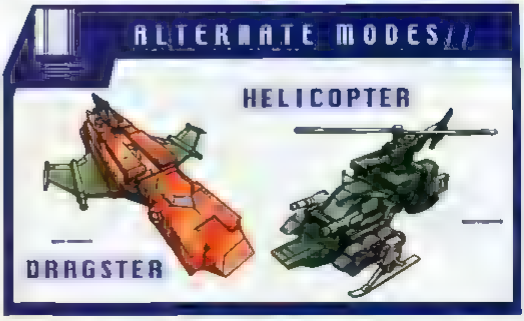
Subject is a Pretender [See Pretenders] whose outer shell is capable of an additional transformation. In he copter mode the shell has 35mm machine guns air-to-air missiles, and a therma cannon The roto-blades can eat through metal (useable n both modes) and the helicopter can refuel in mid-f ight. She l possesses a cloaking device that renders Subject nvisible to most optic sensors and scanners. Inner robot s dragster mode can reach supersonic speeds with turbo boosters He possesses electro-jammers that d srupt targets circuitry functions Helicopter and dragster combine to form an ultra-sonic flight mode with front-mounted magnet ray that immediately magnet zes any metalic target



WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODES



AUTOBOT

CROSSHAIRS

PRIMARY FUNCTION: WEAPONS SUPERVISOR

SUB GROUP:
TARGETMASTER



"DON'T SHOOT UNTIL YOU SEE THE WIRES IN THEIR EYES."

BIO

Crosshairs is notoriously cautious and some might even say too cautious. However, Crosshairs understands from experience that he can't be anything but meticulous in his job. Crosshairs saw horrible accidents occur when his comrades' weapons weren't properly maintained and he vowed that such tragedies would never happen on his watch. Crosshairs believes in conserving energy at all costs due to the Autobots' tenuous supply situation, so he refuses to shoot unless he's certain he won't miss. The Autobots trust the dedicated warrior implicitly but worry about how his obsessive attitude affects the rest of his life. Pinpointer, a former police sniper on Nebulon [See Nebulon], fully appreciates Crosshairs' attitude. Pinpointer trusts his partner's judgment in all things and even holds his fire until Crosshairs decides it's time to shoot.

TARGETMASTER:
PINPOINTER

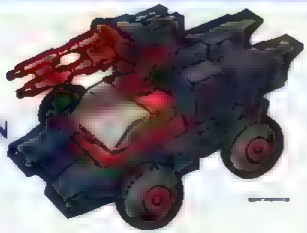


WEAPONS/ABILITIES

Subject is an expert in weapons maintenance and has enough basic technical skill to repair most standard armaments. He is also a self-trained sharpshooter. In vehicle mode, his maximum speed is 160 miles per hour, with a range of 750 miles. Subject's Targetmaster partner [See Targetmasters] is a dual RPG (Rocket-Propelled Grenade) launcher that can lock on target in less than .0000006 breems.

ALTERNATE MODE//

CYBERTRONIAN CAR



WEAKNESSES

Subject sometimes takes more time than is necessary to perform basic functions by being overly cautious.

AUTOBOT

CRUMBLE

SUB GROUP:
MICROMASTER CONSTRUCTION PATROL

PRIMARY FUNCTION: GROUND REINFORCEMENTS

BIO

Crumble is the quietest of the Construction Patrol as well as the most uncomfortable with himself and his job. He desperately wants to build something beautiful and timeless that he can leave behind as his legacy which makes his name and function more than a little ironic. Most of Crumble's front line fortifications are destined to be destroyed in battle anyway which causes him to feel like he's not really creating or contributing anything. To make matters worse, Crumble doesn't know his own strength and sometimes damages or destroys delicate things unintentionally. His comrades appreciate how much these minor tragedies affect him and try to convince him that he's indeed a vital part of the team.

"TO BUILD IS TO GROW."



WEAPONS/ ABILITIES

Subject is incredibly strong and has a solid understanding of combat engineering and architecture. Jets under his wheels allow limited flight capabilities in both modes. This allows Subject to more effectively maneuver around a construction project, although it is extremely awkward over anything but the shortest distances.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE

CRANE TRUCK



DECEPTICON

CYCLONUS

PRIMARY FUNCTION: SABOTEUR

BIO

Cyclonus radiates might and confidence. Although he is intelligent and powerful, he doesn't use his abilities to attain political advancement like some lesser Decepticons. He is a cold, consummate professional who harbors deep-seated contempt for those who would undermine the Decepticon cause and goals for the sake of personal advancement. Cyclonus knows that the formidable powers bestowed upon him by his unholy creator would allow him to rule over the Decepticons if he wished; instead, he places his faith and loyalty in his cause and, moreover, his commander. He's a harsh but fair lieutenant who has earned the respect of his troops as well as the disdain of those who seek to overthrow Galvatron. They know anyone seeking command for himself would have to face the merciless Cyclonus first, and that's a risk few are willing to take.

"COMPASSION IS THE AUTOBOTS' DOWNFALL."



WEAPONS/ABILITIES

Subject is one of the most physically powerful Transformers in existence, as well as being highly intelligent. In his jet mode, he can reach speeds of Mach 5 in the atmosphere. Subject is capable of reaching escape velocity and traveling between planets in a standard solar system. He is armed with two side-mounted lasers and an incendiary bomb rack. In robot mode, he wields an oxidizing laser that fuses its targets' internal mechanisms.

ALTERNATE MODE//

SPACE JET



WEAKNESSES

Subject exhibits no known physical weaknesses.

DECEPTICON

SUB GROUP:
POWERMASTER

DARKWING

PRIMARY FUNCTION: AERIAL ASSAULT

BIO

Calling Darkwing a miserable pessimist would be too complimentary. Darkwing doesn't worry if the fuel tank is half-full or half-empty, since he's convinced it will blow up in his face either way. He is unable to control this depression and refuses any offer to check his cerebro-circuitry for defects that may be causing his condition. His comrades don't know what makes him feel better: convincing himself he is doomed or depressing others. Most would bet on the latter, since the mean-spirited and acid-tongued Darkwing takes a sadistic pleasure in making others suffer. He reasons that since he's doomed to a sorrowful life of pain, he might as well make others' lives even worse than his own. Darkwing's only real friend, although neither will admit it, is fellow Powermaster Dreadwind. Darkwing's Nebulan [See Nebulon] partner, the burglar Throttle, is a thrill-seeking hothead who enjoys that his newfound status as a Decepticon puts him above the law. He's constantly trying to cajole Darkwing into enjoying the power trip as much as he is.

"THINGS ARE NEVER AS BAD AS THEY SEEM— USUALLY THEY'RE WORSE."

WEAPONS/ABILITIES

Subject is a Powermaster [See Powermasters] who is binary-bonded to Throttle. In both jet and robot modes, he is armed with two electro-kinetic blasters. They are capable of taking a target's kinetic energy and turning it against them; the more an affected target attempts to struggle or fight back, the more pain they feel. This effect can last for up to 1 breem per blast. Subject is highly skilled at his function. He combines with Dreadwind to form their super-jet mode, Dreadwing [See Dreadwind].



POWERMASTER: THROTTLE

WEAKNESSES

In engine mode, Throttle has a tendency to overheat, which can limit Subject's available fuel reserves and impede his functioning.

ALTERNATE MODE//

JET



DECEPTICON

DETOUR

PRIMARY FUNCTION: ADVANCE ASSAULT

SUB GROUP:
MICROMASTER
SPORTS CAR
PATROL

BIO

Among the Sports Car Patrol, Detour is the voice of reason and self-preservation. He's not timid—he's just the most vain and self-absorbed. Although he's just as strong and fast as the others, he doesn't see the point in risking himself if there's another option. Detour is willing to take chances to a point, but he's the first to announce that he wants to get out of there if he starts to feel threatened. Detour's attitude is used by Blackjack as a method to gauge the team's safety, if Detour starts to raise doubts, Blackjack respects this and knows it's time to start thinking about getting his team out of danger.

"TO FLEE BEFORE OVERWHELMING ODDS IS NO VICE; TO STAY AND BE SMASHED IS NO VIRTUE!"



WEAPONS/ ABILITIES

Subject is very strong. In vehicle mode, he can reach speeds of 500 miles per hour for up to 900 miles.

ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Subject exhibits no known physical weaknesses.

AUTOBOT

SUB GROUP:
DINOBOT

GRIMLOCK

PRIMARY FUNCTION: DINOBOT COMMANDER

[From the Datatracks of Optimus Prime, Autobot Commander, Earth Date: 1986]



"AMONG THE WINNERS,
THERE IS NO ROOM FOR THE WEAK."

BIO

Of all my soldiers, Grimlock concerns and interests me most. He is a frighteningly effective warrior and an efficient commander who is utterly dedicated to those under his command. I often wonder if he wouldn't be more suited to lead the Autobots through this messy war, considering his battlefield experience and willingness to make difficult and ruthless military decisions. He certainly seems to think he would make a better leader than I. Grimlock constantly flouts my authority, and that attitude is reflected in his troops, who act more like a gang than a military unit. His infuriating attempts to draw me into a conflict with him have almost succeeded on several occasions, and other Autobots sometimes wonder why I tolerate his antagonistic demeanor. I see great possibilities for Grimlock, but I also understand why he is not yet suited to lead the Autobots. The very things that make him a better "soldier" than I am—his mercilessness and contempt for the weak—are the tools of our enemies. We must not become the Decepticons in order to beat them. I hope Grimlock will someday realize this as well.

GRIMLOCK

CONTINUED

SUB GROUP:
DINOBOT

ALTERNATE MODE
TYRANNOSAURUS REX



WEAPONS/ABILITIES

Grimlock is an intelligent and skilled military commander. His courage is second to none. He is the most powerful of all the Dinobots, each of whom is a powerhouse. Some say Grimlock is as strong as I am—perhaps even stronger. In all honesty, I must admit that I am not eager to test that theory. In dinosaur mode, Grimlock's teeth are capable of cutting an armored Transformer completely in two in one swipe. In robot mode, he remorselessly wields an energo-sword and a self-loading rocket launcher that fires both explosive plasma and shrapnel rounds.

WEAKNESSES

Grimlock's arrogance sometimes affects his judgment, putting him in over his head. Aside from a lack of speed in dinosaur mode, Grimlock has no physical weaknesses. A recurring viral glitch in Grimlock's vocal processors often gives him a characteristic speech impediment; this may actually be a benefit, as this and his impulsive nature make opponents underestimate his intelligence.

AUTOBOT

SUB GROUP:
DINOBOT

SLAG

PRIMARY FUNCTION: FLAMETHROWER

BIO

Slag is disruptive and foul-tempered, even compared to his comrades in the Dinobots. Anarchic, he rejects any orders that don't come from Grimlock. Slag is always angry, and only violence seems to release his pent-up energies. Bringing a Decepticon to a grisly end is one of the few things that can lift his spirits. If he has no enemies to smash, Slag wanders off to punch holes in the sides of mountains or even fellow Autobots whom he finds irritating. Concerned Autobots who inquire about Slag's well-being become victims of his fiery breath, or worse. Only his fellow Dinobots seem exempt from his perpetual rage, and even they aren't sure what causes it. Other comrades have wondered as well, questioning why Slag fights for the Autobots at all. Slag's answer is not forthcoming.

"I HAVE NO NEED FOR FRIENDS, EVEN LESS FOR ENEMIES."



WEAPONS/ABILITIES

Subject possesses incredible physical strength and is capable of shattering an entire reinforced concrete building with a wave of his hand or nudge of his head in dinosaur mode. In dinosaur mode, his primary weapon is a 3,000° Centigrade flamethrower located in his mouth; its effective range is 80 feet. In robot mode, he wields an energo-sword and an electron gun that fires particle bursts that can tear through most Transformer armor.

WEAKNESSES

Subject is not very intelligent or fast, and his abusive attitude limits the number of Autobots who are willing to help him in combat situations.

ALTERNATE MODE//

TRICERATOPS



SLUDGE

PRIMARY FUNCTION: JUNGLE WARRIOR, DEMOLITIONS

SUB GROUP:
DINOBOT

[From the Datatracks of Grimlock, Dinobot Commander]

BIO

Sludge dumb. Dumb because he too soft. Like he forget sometimes that we at war. Him rather spend time relaxing by water and learning about Earth animals than fight Decepticons. So shy it painful to watch. Sludge want to make friends with other Autobots, but him not understand they all afraid of him... afraid of all of us. It take effort to make him understand warrior can't be weak. Still, Sludge already understand that Prime not the leader we need to win this war, and he can be a good soldier. When Sludge get mad and start to fight, it like he a different 'bot. Powerful and unstoppable. That the Sludge I need by my side! And that the Sludge I'll turn him into... whether he like it or not. This is war, and we all must make sacrifice to win it.

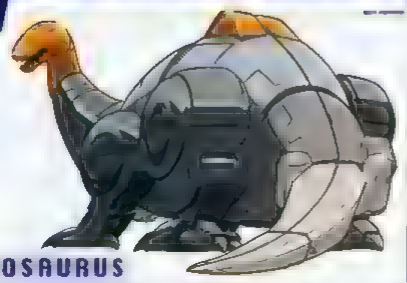
"STOMP YOUR ENEMY, CRUSH HIM UNDER YOUR FEET."



WEAPONS/ ABILITIES

Sludge extremely strong and tough; may be second-strongest Dinobot under normal conditions. One stomp from foot in dino mode exerts 40,000 pound per square inch pressure. Can shatter steel reinforced bridge with one hit. Thick armor hard to damage and resists most Decepticon firepower. Design makes him excellent for underwater, swamp, and jungle combat. Uses energo-sword and laser rifle.

ALTERNATE MODE



BRONTOSAURUS

WEAKNESSES

Sludge too slow. He also too dumb to avoid the destruction he cause in battle, leaving him vulnerable to counterattack.

AUTOBOT

SUB GROUP:
DINOBOT

SNARL

PRIMARY FUNCTION: DESERT WARRIOR

BIO

Snarl often stays silent, biding his time unhappily. This loner prefers to let others handle the strategic side of warfare and considers it his job to just go wherever Grimlock tells him and fight. This makes him the Dinobot commander's favorite on the battlefield. Separated from the beloved metallic plains of his homeworld and trapped with an alternate mode that he finds tragically hideous, Snarl's sole respite and joy come from being locked in do-or-die combat with the only things he hates more than himself: the Decepticons.



"ONLY IN WAR IS THERE HAPPINESS."

WEAPONS/ ABILITIES

Subject is already physically very strong. He is the fourth strongest Dinobot and is capable of increasing his strength capabilities even further. Panels on his back in both modes convert solar power into energy that augments his strength, making him ten times more powerful. In dinosaur mode, he can even channel this energy through his tail into focused blasts. Even under non-augmented circumstances, his tail can shatter a 20 square foot concrete block with one swipe. Subject's armor is very dense and angled to be especially effective at deflecting missile fire. In robot mode, he wields an energo-blade, missile launcher, and long-range laser rifle.

WEAKNESSES

Subject sometimes forgets about his relative weakness without added solar power, which may lead him to bite off more than he can chew in combat. His extreme loyalty to Grimlock and unwillingness to think about strategy make him less effective without direct supervision.

ALTERNATE MODE//

STEGOSAURUS



AUTOBOT

SWOOP

PRIMARY FUNCTION: BOT BARDIER

SUB GROUP:
DINOBOT

BIO

Swoop is the most affable of the Dinobots and often acts as their liaison to the other Autobots. Even though he's able to get along with them better than the rest of the Dinobots, he still agrees with his comrades' belief that Optimus Prime is an ineffective leader. Some Autobots are put off by Swoop's fearsome dinosaur mode and his loyalty to his team, both of which often disguise his seemingly out-of-place kindness and good-natured personality. This secretly saddens Swoop, but this sorrow is outweighed by his dedication to the Dinobot squad and their goals. Swoop has managed to turn his grotesque form into an advantage on the battlefield, where he has become an expert at using his diving attacks and disconcerting battle cries to confuse and scatter his terrified Decepticon targets.



"FEAR CAN HIT TARGETS UNREACHABLE BY BULLETS."

WEAPONS/ABILITIES

Subject has above average strength, but he is still the weakest Dinobot. In dinosaur mode, he can soar at speeds up to 250 miles per hour for 700 miles at a time. He is a top-notch flyer and his maneuverability is excellent. Subject is also a fully trained pilot. He has two wing-mounted missile launchers with air-to-air and air-to-ground capabilities. Each missile has a blast force equivalent to 5,000 lbs. of TNT, and they are extremely accurate at ranges up to 8 miles away. He can also use the launchers in robot mode, as well as a thermal sword that heats up to 4,000° Centigrade and is capable of slicing through most Decepticon armor plating. Subject is highly fuel-efficient.

ALTERNATE MODE

PTERODACTYL



WEAKNESSES

Subject's wings are thin and weakly armored, making them susceptible to artillery fire.

DECEPTICON

SUB GROUP:
MICROMASTER
BATTLE SQUAD

DIRECT-HIT

PRIMARY FUNCTION: SQUAD LEADER

BIO

Direct-Hit only deals with the matter at hand, rarely looking at the larger picture. The immediate goal is the only thing that concerns him. He re entlessly stalks his combat targets with unwavering dedication but is unable to refocus on grander, more strategic goals. Direct-Hit's previous batt efield successes as a soldier led him to be promoted to his current position as squad leader, but many now believe he was promoted one step beyond his actual capab. ities.

"KEEP YOUR SIGHTS LOCKED ON TARGET UNTIL THERE IS NO MORE TARGET."



WEAPONS/ABILITIES

Subject is a front-end Micromaster Combiner [See Combiners]; he can combine with Power Punch to form their cannon transport mode or reattach to another rear-end Combiner to form a new vehicle mode. He is skilled in short-term targeting tactics, and also possesses significant physical strength.

WEAKNESSES

Subject is ineffective at commanding his team to do anything more than focus on immediate threats or orders, which lowers the team's overal l competence.

ALTERNATE MODE//

CANNON TRANSPORT



DIRGE

PRIMARY FUNCTION: WARRIOR

"FEAR IS THE ELEMENT THAT UNITES ALL LOSERS."



BIO

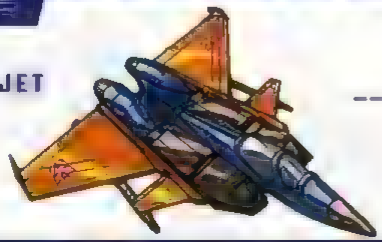
Other Decepticons have learned not to talk to Dirge when he is preparing for combat. He becomes even more morose than usual, silently focusing all his mental energies on the task at hand. For Dirge, the key to being an effective fighter is to terrify his opponents before he even fires a shot. His deserved reputation as a fearsome warrior is only part of his carefully crafted strategy to install and manipulate terror in his enemies. To fully master the art of war, Dirge has schooled himself extensively in the power of fear and its ability to crush the resolve of even the strongest foes.

WEAPONS/ABILITIES

Subject is able to cause a fear reaction in nearby opponents by internally generating sub-sonic vibrations that affect most beings' nervous systems. Only the strongest-willed are able to resist. This ability is most effective in his jet mode, where his powerful engines have the same effect on a much wider scale. In jet mode, he can fire two concussion missiles in addition to machine guns. He possesses above-average strength in robot mode, where he wields two arm-mounted, high-velocity machine guns.

ALTERNATE MODE

JET



WEAKNESSES

If Subject feels like he's losing control of a combat situation, his own fear can diminish his effectiveness as a warrior.

AUTOBOT

SUB GROUP:
TRIGGERBOT

DOGFIGHT

PRIMARY FUNCTION: AERIAL COMBAT

BIO

Dogfight s a renegade who fights every bit as savagely as his Decepticon foes His personal favorite tactic is to bear down on an enemy jet until he can open f re on it nose-to-nose a maneuver the unorthodox and wild Dogfight calls his "dance of death " His spark burns w th nothing but pure contempt for his enemies, Dogfight has never come into contact w th a Decepticon whom he did not want to immed ately and painfully dismantle Senior Autobots are disturbed by how c osely Dogfight's tactics, though effective, m rror the Decepticons



"DON'T FIRE 'TIL YOU SEE THE LIGHTS OF THEIR EYES."

WEAPONS/ ABILITIES

Subject is an effective self-trained aerial warrior In jet mode, he can use his fusion-powered blowtorch cannons as weapons or as engine boosters He can also use the cannons in robot mode, where Subject has above-average strength and the abi ity to fly

WEAKNESSES

Subject's attitude makes him a poor team player

ALTERNATE MODE//

FIGHTER JET



AUTOBOT

DOUBLECROSS

PRIMARY FUNCTION: SUPPLY PROCURER

SUB GROUP: MONSTERBOT

"DECEPTICON DESTRUCTION IS MY FAVORITE SPORT ...AND MINE, TOO."



BIO

Although Doublecross has above-average skill at his actual job, he's utterly unreliable in most other circumstances. His alternate mode was designed to allow each of his heads to process input individually to maximize efficiency, but an unexpected side effect of this was a split personality that now carries over even when Doublecross is in robot mode. Fellow Autobots are never sure "which" Doublecross they're making an agreement or request with, and there is no guarantee the other personality will honor or even remember it. Many haven't even noticed this defect yet and just assume Doublecross is inherently untrustworthy, which has prevented him from getting treatment. These problems don't impede the ferocious and savage Doublecross as a warrior.

ALTERNATE MODE



TWO-HEADED DRAGON

WEAPONS/ABILITIES

Subject transforms into a monster form that can fly 80 miles per hour for over 800 miles. Each head in this mode has razor-sharp teeth and a fusion-generated flamethrower. In robot mode, Subject wields a rust-ray rifle that corrodes enemy armor until it disintegrates. He is highly fuel-efficient but physically very weak.

WEAKNESSES

Subject's split personality causes minor and major mishaps. Although he's a fierce fighter his lack of physical strength makes him vulnerable to an aggressive counterattack.

AUTOBOT

SUB GROUP:
POWERMASTER

DOUBLEDEALER

PRIMARY FUNCTION: MERCENARY

BIO

Loyalty in Doubledealer's opinion is a commodity that is earned not by respect or even trust, but by money. Energon, precious metals, valuable technology—soldier of fortune Doubledealer accepts them all in exchange for his services. He spent a considerable amount of money and research time to create two distinct modes for himself to use when selling his services. Autobots see his robot form, while the Decepticons get a falcon-like creature. High-level military intelligence officials on both sides suspect Doubledealer's backstabbing and deception, but his skills are so useful that they can't afford to stop utilizing his services. Although he hides it from his partners and employers, Doubledealer is absolutely traitorous and untrustworthy in all things. Doubledealer has handpicked Transformers to act as Powermaster [See Powermasters] partners for each of his modes. Knok is a devout but money hungry Autobot, while Skar is a faithful Decepticon. Neither partner is aware of the other's role. Doubledealer has them stationed in separate business offices and never hints to either about his double life. He does this to make sure that neither of them can reveal his true nature if interrogated.

"THE PRICE OF VICTORY IS NEVER TOO HIGH."



POWERMASTER:
KNOK

DOUBLEDEALER

CONTINUED

SUB GROUP:
POWERMASTER

WEAPONS/ABILITIES

Subject is an expert at infiltration, espionage, demolitions, and most infantry tactics. Subject was redesigned to have three separate modes. When working with Powermaster partner Knok [See Powermasters], he can transform into a robot form. When interfacing with Powermaster Skar, Subject transforms into a falcon. Both modes share the same alternate mode, a truck armed with inter-continental ballistic missiles. Each missile can travel 3,000 miles in 3.6 breems and has enough explosive force to level a mountain. In robot mode, he's armed with a solid light blaster that turns photons into a stream of concussive energy. He possesses great strength, endurance, and intelligence.

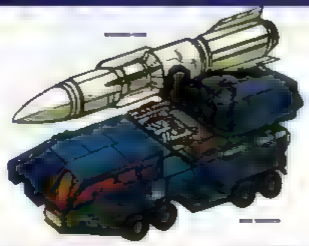
POWERMASTER:
SKAR



FALCON MODE

ALTERNATE MODE

MISSILE TRUCK



WEAKNESSES

Subject's vehicle mode is not particularly fast or maneuverable.

SUB GROUP:
PRETENDER

DOUBLEHEADER

PRIMARY FUNCTION: SURVEILLANCE

PRETENDER SHELL//

"BURN, BABY, BURN."



BIO

Talking to Doubleheader can be a disconcerting experience. In his Pretender shell, his words can come from either (or both) of his heads. As relevant data processing begins in one, the other head will pick up the conversation where the first left off or suddenly chime in while the other is speaking. This helps Doubleheader maximize his efficiency, but it also tends to unnerve Transformers who witness it. Most Autobots can easily look past this quirk, as Doubleheader is a loyal friend and effective military asset who's always cool under pressure.

DOUBLEHEADER

CONTINUED

SUB GROUP:
PRETENDER



WEAPONS/ABILITIES

Subject is a Pretender [See Pretenders] His outer shell divides the processing of sensory data between its two heads the right head sees, smells, and analyzes while the left head hears and makes decisions Powerful springs in the shell's legs allow him to leap over 500 feet straight up, and jet boosters in his feet allow him to maneuver on the way up or down The shell is armed with a semi-automatic acid pellet pistol Robot mode wields a corroding rust-ray gun, and his jet mode has twin laser blasters Subject is highly intelligent and skilled at his function and capable of flight in robot mode

WEAKNESSES

If one of the shell's heads is damaged, Subject must either exit the shell or suffer from its diminished sensory and processing capabilities

ALTERNATE MODE//



TWIN COCKPIT JET

AUTOBOT

SUB GROUP:
OMNIBOT

DOWNSHIFT

PRIMARY FUNCTION: SECURITY AGENT

BIO

Downshift takes his job in security and law enforcement seriously, but sometimes interprets his function too broadly. He dutifully makes his rounds to assure that whatever he's guarding is protected and then often goes out on his own to seek out potential infiltrators before they strike. This has gotten Downshift involved in several messy and legally questionable entanglements, earning reprimands from his commanding officers. Although they appreciate his enthusiasm and proactive attitude, most wish Downshift would just focus on his job.



"NOTHING IS SECURE AS LONG AS THERE ARE CRIMINALS SOMEWHERE."

WEAPONS/ABILITIES

Subject is fully trained in the latest law enforcement and military security tactics and electronic measures. He also is an expert in submission holds for disarming and incapacitating suspects. In vehicle mode, he's armed with two door-mounted lasers, as well as a roof-mounted energy net launcher for capturing fleeing targets. Subject also uses the lasers in robot mode, along with a neural shock gun that disables targets by making it incredibly painful to move. It's painless as long as they stay still but becomes excruciating when they attempt anything else. The effect lasts for 3.6 breems per blast.

WEAKNESSES

Subject often leaves his objective unguarded and vulnerable when he leaves to hunt down criminals.

ALTERNATE MODE//

EARTH CAR



DREADWIND

SUB GROUP:
POWERMASTER

PRIMARY FUNCTION: A.I. DEFENSE

[From the Personal Datatracks of Darkwing, Decepticon Aerial Assault]

BIO

Dreadwind's about as welcome as a particularly chafing rust rash. He rivals Dirge in his ability to promote ominous feelings in those around him. For Dreadwind, though, it's more than just a poser tactic to impress weak-minded mechanoids—he really is that dismal and hopeless. In fact, he may be the only 'Con I know whose outlook is even bleaker than my own. Seeing someone more steeped in misery than me always sparks my circuits... plus, I can't deny that he and I together are more effective at making others suffer than we are individually. Besides, it's not like anyone else could stand working with the poor wretch. He's lucky I can tolerate him. If anything adds to Dreadwind's anguish, it's his perfectionist Powermaster partner [See Powermasters] Hi-Test. This annoying little overachiever is a former Nebulan [See Nebulon] scientist and thrill-seeker who constantly nags at Dreadwind to focus on his work. I hate the little infection, but at least he keeps Dreadwind's mind on business.

"FEAR IS A FRIEND WHOSE PRESENCE IS FELT LONG AFTER HE'S LEFT."

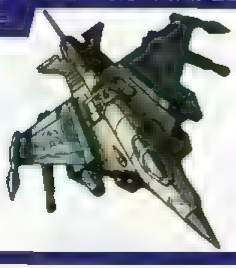


WEAPONS/ABILITIES

Dreadwind's a Powermaster like me, who's binary-bonded to Hi-Test [See Powermasters]. In jet mode, he's armed with air-to-air missiles and two thermal melter cannons. He uses these as rifles in robot mode. Together, we combine to form our Dreadwing jet mode [See Darkwing], which doubles our speed and firepower. It's a disgusting process to share parts like that, but it's potent in battle. Until our number comes up and we get blasted out of the sky, that is.

POWERMASTER:
HI-TEST

ALTERNATE MODE



JET

WEAKNESSES

Hi-Test, Throttle, and I often have to lie to Dreadwind about how everything's going to be okay and work out in the end, or some such nonsense, in order to pull him out of his melancholic funk and into battle.

DECEPTICON

DROPSHOT

PRIMARY FUNCTION: FRONT LINE ASSAULT

SUB GROUP:
MICROMASTER
MILITARY
PATROL

"HIT UNTIL IT HURTS,
THEN HIT IT AGAIN!"



BIO

Dropshot refuses to be beaten by anything, including pain. He often punishes himself as harshly as he does his foes: he sometimes warms up for combat by bashing his head into steel walls. He's infuriated by the prospect of being weaker than any given challenge, so Dropshot will repeat an activity that harmed him again and again until his opposition is destroyed, or he is. Due to his toughness and skill, it has thus far been the former. Dropshot has proclaimed his desire to replace Bombshock as leader of the patrol but was verbally and physically put back in his place by the fearsome elder warrior. Given his masochistic tendencies, it's unlikely Dropshot will stop trying.

WEAPONS/ABILITIES

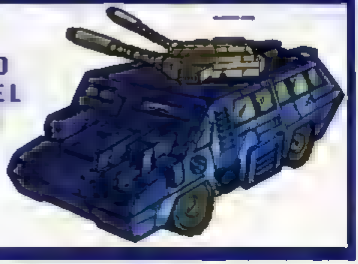
Subject is immensely strong, with thick reinforced armor plating. In vehicle mode, turret can act as a machine gun, launch explosive shells, or operate as a flamethrower. In robot mode, he wields a standard energy rifle.

WEAKNESSES

Subject often submits himself to undue punishment to prove that he's not weak.

ALTERNATE MODE

ARMORED
PERSONNEL
CARRIER



AUTOBOT

EAGLE EYE

PRIMARY FUNCTION: PATROL COMMANDER

SUB GROUP:
MICROMASTER
AIR PATROL

BIO

Eagle Eye commands one of the Autobots' most successful air defense units—but even he doesn't understand how. Each of the team's members is reliable and skilled, but they never manage to gel personally. Eagle Eye's minimalist leadership style does little to draw them closer together, but they still manage to perform their jobs flawlessly. Eagle Eye firmly believes that only an increased air presence will help the Autobots overcome the Decepticons' superiority in that theater of combat. He isn't concerned if his teammates are all best friends as long as they do their military duty.



"VICTORY REIGNS FROM ABOVE."

WEAPONS/ ABILITIES

Subject is a skilled flyer and experienced pilot with exceptional vision. His optic sensors allow him to zero in on a Decepticon symbol over 20 miles away and then zoom in to focus on it as clearly as if it were 30 feet away. In his jet mode, his weaponry systems are designed to lock onto whatever target Subject has homed in on visually. He possesses great physical strength.

ALTERNATE MODE//

FIGHTER JET



WEAKNESSES

Subject rarely notices when those under his command are experiencing personal problems that could potentially affect their performance.

AUTOBOT

EJECT

PRIMARY FUNCTION: ELECTRONIC SURVEILLANCE

"CLUTCH HITTING IS THE KEY TO AN EFFECTIVE OFFENSE."

BIO

Eject could best be described, in Earth terms, as an "armchair quarterback." He always has some kind of comment about what maneuvers should be performed, both before and after the fact. Now that he's become an aficionado of Earth sports culture, he tends to define everything in those terms: surprise attacks are "blitzes," successful hits are "goals," etc. His fellow Autobots (or "teammates" in Eject's terminology) appreciate the enthusiasm with which Eject announces things, even when they don't know what he's talking about. Eject loves the passion and camaraderie of Earth sports teams and their fans, since those feelings don't exist outside of warfare on Cybertron, where all but the most violent, gladiatorial "sports" have been rendered obsolete by the Decepticons. When the war is over, Eject hopes to bring the positive aspects of sports back to the Transformers' homeworld.



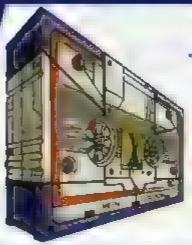
WEAPONS/ABILITIES

Subject has all the high-speed verbalizing skills of a play-by-play announcer. In addition, he can tap into, monitor and decode multiple electronic frequencies from disparate media simultaneously. In robot mode, he carries a pair of electric overload rifles that temporarily short out the cerebro-circuitry in a Transformer's neural cluster.

WEAKNESSES

Subject sometimes unintentionally ignores important transmissions and information in favor of sports broadcasts.

ALTERNATE MODE



CASSETTE

AUTOBOT

ERECTOR

PRIMARY FUNCTION: CONSTRUCTION TRANSPORT

SUB GROUP:
MICROMASTER

BIO

Erector could never be described as a coward, but he is unusually reluctant to engage in combat. He loves to build, and the one thing he truly fears is the collateral damage caused by warfare. In addition to being horrified by the loss of life, Erector is disgusted by the sight of a pockmarked wasteland where beautiful buildings once stood. He goes out of his way to ensnare his opponents without destroying anything, even devising elaborate plans and devices to do so. His fellow Autobots respect Erector's beliefs and the fact that he's still a superb warrior despite them.

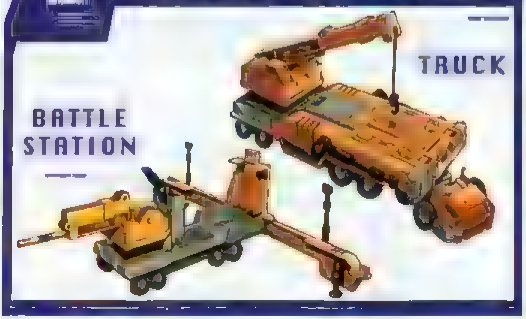
"EVERYONE LOSES IF THERE'S NOTHING TO WIN."



WEAPONS/ABILITIES

Subject is a highly intelligent and skilled construction engineer with a specialization in fortifications and reinforcement. He has above-average strength. His titanium-belted, bulletproof tires and exterior armor are impervious to most armaments. His transport's hydraulic crane can slice through most armor with deadly accuracy, allowing him to remove Decepticons from the fray with little collateral damage. It can also transform into a battle station armed with a photon cannon and anti-aircraft battery, although Subject avoids their use.

ALTERNATE MODE//



WEAKNESSES

Subject sometimes puts himself at risk to preserve existing structures, both natural and constructed, from coming under fire.

DECEPTICON

EXCAVATOR

PRIMARY FUNCTION: BATTLEFIELD FORTIFICATION

SUB GROUP:
MICROMASTER
CONSTRUCTOR
SQUAD

"THERE'S NOTHING LIKE THE FEEL OF COLD STEEL!"

BIO

Excavator is less bombastic than his comrades, preferring to silently gather the team's construction materials in quiet anticipation of their next construction project. He does what he can to avoid his raucous partner, Stonecruncher. Excavator doesn't dislike him but prefers the serenity and solitude of working alone and taking the time to think about his own designs and plans. Excavator shows his excitement when he and the others are busy creating some new monolithic structure out of the raw materials he's gathered. Only then does he truly come to life, helping the squad in any way he can.



WEAPONS/ABILITIES

Subject is a rear-end Micromaster Combiner [See Combiners] who links with Stonecruncher to form a double crane; he can also join with any other front-end Combiner to create a new vehicle mode. Subject is an adequate designer and engineer, and possesses great physical strength.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE//



CRANE

DECEPTICON

FANGRY

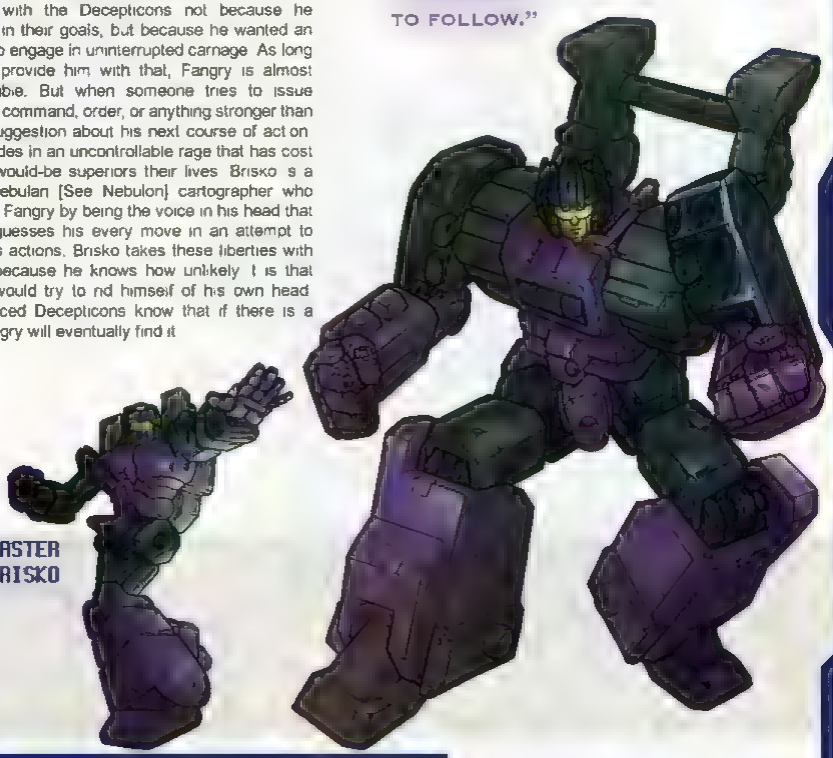
PRIMARY FUNCTION: TRACKER

SUB GROUP: HEADMASTER

BIO

There is no officer in the Decepticon army that actually wants Fangry under his command. The vulgar and immature Fangry rapidly became a legend among the Decepticons as one of the most furious and insubordinate soldiers in their army. He enlisted with the Decepticons not because he believed in their goals, but because he wanted an excuse to engage in uninterrupted carnage. As long as they provide him with that, Fangry is almost manageable. But when someone tries to issue Fangry a command, order, or anything stronger than a mild suggestion about his next course of action he explodes in an uncontrollable rage that has cost several would-be superiors their lives. Brisko is a bossy Nebulan [See Nebulon] cartographer who torments Fangry by being the voice in his head that second-guesses his every move in an attempt to direct his actions. Brisko takes these liberties with Fangry because he knows how unlikely it is that Fangry would try to rid himself of his own head. Experienced Decepticons know that if there is a way, Fangry will eventually find it.

"LEADERS ARE FOR FOOLS WHO NEED TO FOLLOW."



HEADMASTER: BRISKO

ALTERNATE MODE

WOLF CREATURE



WEAPONS/ABILITIES

Subject is a highly skilled tracker whose abilities are augmented by his Headmaster partner's [See Headmasters] photographic memory and cartography skills. In wolf mode, Subject can fly for short distances and blow 200 mile per hour gale force winds out of his mouth for a brief duration. In robot mode, he is armed with a semi-automatic ion pulse gun that fries circuitry and a negatively charged shield that repels energy blasts.

WEAKNESSES

Subject's greatest weaknesses are his inability to follow any orders, even ones that are for his own good, and the fact that he can't engage in rudimentary teamwork.

AUTOBOT

SUB GROUP:
CLONE

FASTLANE

WARRIOR

BIO

Since Cloudraker assumed the role of a responsible older sibling Fastlane responded by going in the exact opposite direction. Whether by nature or environment, Fastlane has settled into the role of the thoughtless, immature youngster to balance out his clone brother's [See Cloning Process] carping and seriousness. Some believe that Cloudraker's nagging only facilitates Fastlane's foolishness, since he knows his clone brother is always looking out for him. Fastlane feels comfortable maintaining his irresponsible, thrill-seeking lifestyle. As part of his never-ending quest for new kicks, Fastlane enjoys impersonating his identical brother while doing something embarrassing. Not even Cloudraker can stay mad at him for long, though. Despite his wild antics and reckless driving, Fastlane is basically good-natured and likeable.

"EITHER YOU'RE OUT OF MY WAY OR YOU'RE OUT OF LUCK."



WEAPONS/ ABILITIES

Subject transforms into a dragster, with a maximum standard speed of 220 miles per hour. Jet boosters allow speed to increase to 550 miles per hour but only for .01004 breems. In both modes, Subject wields two sonic boom rifles, each capable of shattering a square foot of steel. He possesses slightly above-average strength.

WEAKNESSES

Reckless maneuvers often leave Subject in need of maintenance or even serious repairs.

ALTERNATE MODE

CYBERTRONIAN DRAGSTER



DECEPTICON

FINBACK

PRIMARY FUNCTION: NAVAL ASSAULT

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"ASHES TO ASHES,
RUST TO RUST."



BIO

Finback is a sicky crusty old sailor who often thinks about the glories of his youth. A failed naval attack mission on a chemical-polluted world left him with a metal-wasting disease that has been slowly and painfully corroding his robotic body ever since. Only an advanced cyber-organic shell was able to arrest the illness and keep the once mighty Finback fighting on the high seas. Although he's in constant pain, Finback still manages to spin a tall tale and enjoy a wheezing, fatalistic laugh about his condition. Combat fires his circuits up, since he no longer fears death. His goal in battle is to either make the Autobots suffer as much as he has or finally end the agony of his ongoing existence. Finback is still vigorous and skilled enough as a warrior that he always manages to survive to fight again.

FINBACK

CONTINUED

WEAPONS/ABILITIES

Subject is stricken with an unknown corrosive disease as a result of contact with chemical waste of unspecified origin. The disease has not tested as contagious, but it is poorly understood. Subject's experimental Pretender shell [See Pretenders] is a mix of Transformer nano-technology and organics. The combination resulted in mecha-organisms that spontaneously regenerate damaged circuitry, helping to preserve Subject's damaged body. The scaled shell is also pressure-resistant, enabling him to dive up to 30,000 feet in liquid as dense as mercury. He wields an armor-piercing, jet-powered harpoon and a rifle that fires blasts of viscous slime capable of trapping and stunning its targets. Subject transforms into a high-speed hovercraft with an advanced scanning suite, including long-range sonar. He is incredibly strong, intelligent, and highly experienced in naval tactics.

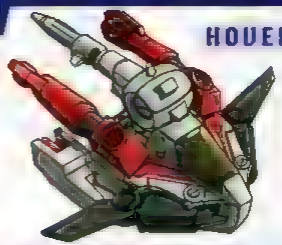


WEAKNESSES

Subject can't be parted from shell for more than 36 breems before his body starts to succumb to disease again. His body becomes progressively weaker and more susceptible to damage the longer he's separated from the shell.

ALTERNATE MODE

HOVERCRAFT



DECEPTICON

FIRESHOT

PRIMARY FUNCTION: AERIAL COUNTERATTACK

SUB GROUP:
MICROMASTER
BATTLE SQUAD

BIO

Fireshot hides his paranoia under a guise of professional inquisitiveness. The ambitious flyer makes it his business to gather intelligence for the Decepticons, but he really does it just to be aware of who's against him and who isn't. He knows he's skilled enough to easily replace Direct-Hit as squad leader but prefers to "lie low" behind the scenes to avoid any hostile attention. There is something going on behind Fireshot's back, but it's not the grand conspiracy that he imagines. It's just his comrades secretly laughing at him for thinking he's important enough for anyone to be plotting against in the first place.

"IT'S MY DUTY
TO KNOW
THE UNKNOWN!"



WEAPONS/ABILITIES

Subject is a front-end Micromaster Combiner [See Combiners] who joins with Vanquish to form a hypersonic spy jet. He can also recombine with any rear-end Combiner to create a new vehicle form. Subject has an advanced array of navigational equipment and scanners in vehicle mode, allowing him to negotiate treacherous flights through dangerous terrain in total darkness. This equipment is also highly effective for aerial surveillance and makes him adept at hit-and-run sneak attacks.

ALTERNATE MODE//

STEALTH JET



WEAKNESSES

Baseless paranoia makes it difficult for Subject to fully trust his teammates, which impedes their co-operation.

AUTOBOT

FIXIT

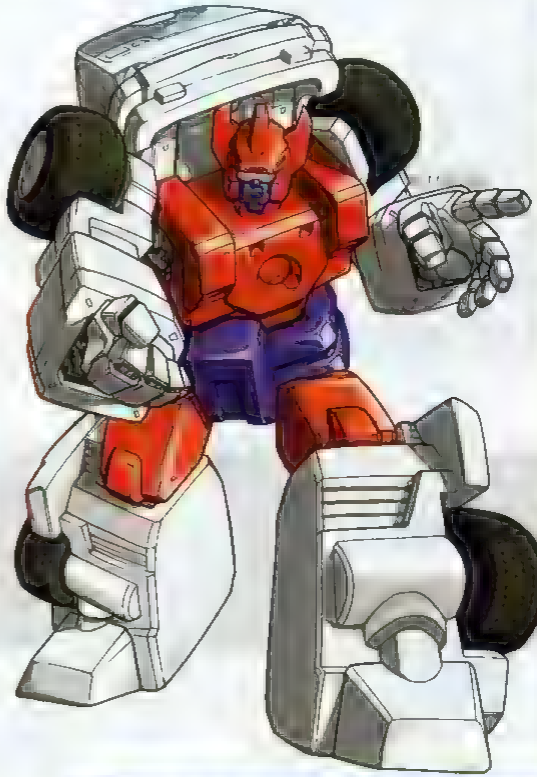
PRIMARY FUNCTION: PATROL LEADER

SUB GROUP:
MICROMASTER
RESCUE PATROL

BIO

No matter how bad a situation gets, Fixit never accepts defeat. This holds true when he's working feverishly to save a fading patient, thinking of a way out of a heavy Decepticon crossfire, or even just making his way through traffic. This boundless dedication in the face of adversity helped him overcome his commanders' prejudice against his non-combat medical skills. His experiences with both fighting and healing have made Fixit as comfortable with a rifle as with a laser-scalpel, giving him a unique problem-solving leadership style that ultimately earned him the command role in his search and rescue team. When the unit came up for review, Stakeout gladly stepped down for the surprised, modest Fixit to take over. The team appreciates his skills and feels strongly that his abilities and attitude will help them end the war faster, with less fuel shed.

"THE WORST WRECKS ARE MY BEST PATIENTS."



WEAPONS/ ABILITIES

The highly trained and intelligent Subject is one of the best medical practitioners among the Transformers and has developed a specialization in combat treatment. He carries a range of multi-use repair tools, including laser-scalpels, welders, and circuitry repair patches. He has an internal life function scanner that helps him monitor his patients but also has the military use of detecting enemy positions at an effective range up to 5 miles away. In vehicle mode, he has a repair bay capable of accommodating a Micromaster Transformer.

WEAKNESSES

Subject has only average strength and is not particularly fast in vehicle mode.

ALTERNATE MODE

AMBULANCE



AUTOBOT

FIZZLE

PRIMARY FUNCTION: MILITARY STRATEGIST

SUB GROUP:
SPARKABOT

BIO

If Fizzle were as good at his job as he claims to be the Autobot/Decepticon war would've ended millennia ago. He rants loudly and arrogantly (especially when overindulging in cheap Energon) about all the grand designs he has for himself belittling others while making himself out to be a genius whose "big break" is just around the corner. Fizzle blames any failure of his battle plans on the ineptitude of the soldiers involved. He drowns his regrets about a life wasted on pointless warfare by creating elaborate success fantasies for himself, which he smugly shares when inebriated. Fellow Autobots pity the tortured Fizzle, in moments of clarity he inevitably feels guilty and embarrassed about his rash statements.



"PLANNING A BATTLE IS TEN TIMES MORE IMPORTANT THAN FIGHTING IT."

WEAPONS/ ABILITIES

Subject is skilled in designing land-based combat strategies. He is equipped with advanced logistics analysis equipment and can instantly store and retrieve any terrain information in his geographical data banks for future reference when plotting an attack. In vehicle mode, Subject can go from 0 to 200 miles per hour in only .016 breems.

ALTERNATE MODE//

OFF-ROAD RACE CAR



WEAKNESSES

Subject's excesses lower his ability to plan effective strategy or perform in battle. He often stalls on left turns.

AUTOBOT

SUB GROUP:
MICROMASTER
BATTLE PATROL

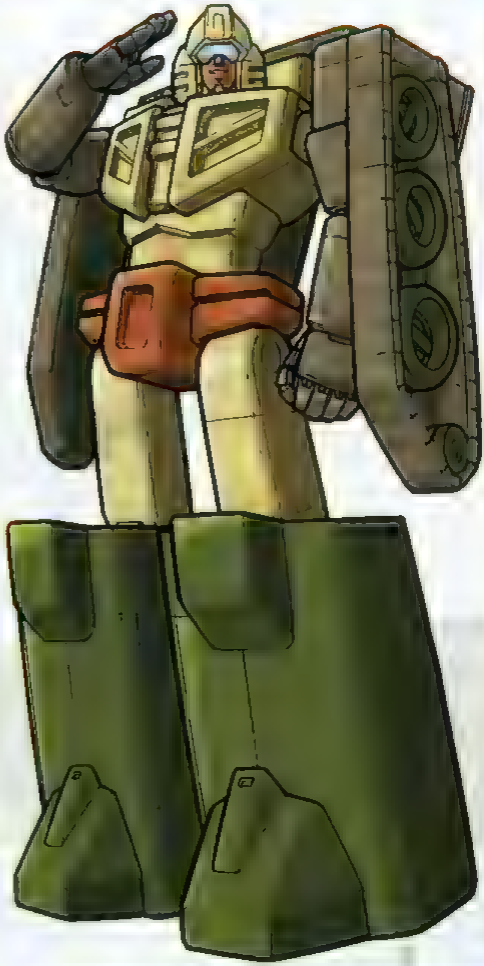
FLAK

PRIMARY FUNCTION: RAPID DEPLOYMENT STRIKE FORCE

BIO

Flak doesn't leave anything to chance. Fellow members of the patrol often take their success and good fortune in battle for granted, but Flak knows it's partially the result of his hard work devising tactics for every conceivable scenario. In fact, he takes it upon himself to offset Big Shot's shortsighted leadership tactics by keeping the team prepared. Big Shot approves of the constant drills, but it has been a difficult process for Flak to expand Big Shot's perspective on other things. This added responsibility weighs heavily on Flak, who is the most thoughtful member of the patrol.

"GOOD LUCK IS
THE RESIDUE
OF GOOD PLANNING."



WEAPONS/ABILITIES

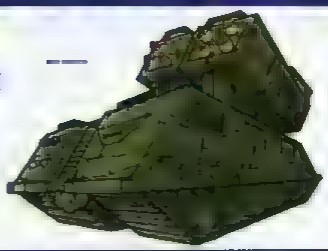
Subject is an above-average military planner. In vehicle mode, he can launch up to eight missiles of various types. His options include electromagnetic pulse missiles, heat-seekers, anti-personnel shrapnel, and more. He is slow in tank mode but has great physical strength overall.

WEAKNESSES

He sometimes blows his responsibilities out of proportion and enters into mild self-pity.

ALTERNATE MODE

MISSILE
TANK



DECEPTICON

FLAMEFEATHER

SUB GROUP:
FIRECON

PRIMARY FUNCTION: WARRIOR

BIO

Among Flamefeather's greatest achievements s the fact that he once talked to someone for 12 breems before flying into an unprovoked rage and runn ng to go destroy something He s a so one of the only Decepticons to have been kicked out of the military academy for being too violent (even F angry made it through basic tra n ng) Flamefeather's instructors waived the rest of his training and opted to send him to the front lines immediately They hoped that Flamefeather would get destroyed or turn his anger into something more useful like Autobot casualties Luck more than anything else has kept him alive s nce then H s ded cation to scrapping Autobots is intense, but his skills are mediocre and unfocused at best

"THE ONLY GOOD AUTOBOT IS A DEACTIVATED AUTOBOT."



WEAPONS/ABILITIES

In alternate mode, Subject's wings allow flight speeds up to 90 miles per hour His flamethrower in this mode can easily engulf an area as large as 100 square yards Subject possesses slightly above-average strength

ALTERNATE MODE//



MONSTER

WEAKNESSES

Few Decepticons are willing to work with the unprofessional Subject, fearing that his incompetence will endanger them

DECEPTICON

SUB GROUP:
MICROMASTER

FLATTOP

PRIMARY FUNCTION: NAVAL WARFARE

BIO

Flattop is a self-sufficient naval warrior whose mini-aircraft carrier serves as the mobile base for his reign of aquatic terror. He is often dispatched to work alone on long-term missions. Flattop does this gladly since he doesn't think other Decepticons can handle themselves on the sea. He enjoys commanding and maintaining his vessel, as well as using its armaments to destroy anything he finds skimming the waves, from actual enemy targets to innocent marine wildlife. Flattop maximizes his efficiency by programming the ship to attack on autopilot, then transforming into his jet mode for a two-pronged attack that few can withstand. His favorite pastime, outside of battle, is to relax below deck. As he listens to the sounds of the water lapping against his ship's hull, he often imagines himself swimming in a sea of burning fuel and charred Autobot remains.

"TERROR IS THE ULTIMATE WEAPON."



WEAPONS/ABILITIES

Subject has extensive training and experience in both aerial and ship-to-ship combat in naval settings. In his jet mode, he possesses a reinforced fuselage and serrated winglips that can slice through a battleship's hull. He's highly maneuverable in the air. His aircraft carrier is armed with heat-seeking torpedoes and transforms into an interstellar jet armed with x-ray laser cannons. In jet mode, the craft can handle travel between planets in a solar system.

ALTERNATE MODE//

FIGHTER JET



AIRCRAFT CARRIER

WEAKNESSES

Subject refuses to admit that he needs assistance from others and often waits too long between making re-supply requests.

DECEPTICON

FLYWHEELS

PRIMARY FUNCTION: ASSAULT TEAM

SUB GROUP:
DUOCON

BIO

Another in a series of Shockwave's experiments to create a Transformer with three modes, Flywheels is the least stable of the surviving Duocons. His personality components are split between his two vehicle halves, and each one has its own level of sentience and opinions. Unfortunately, unlike Battletrap, Flywheels' two segments rarely agree on anything, despite his attempts to be upbeat and keep things together. Each one is jealous of the other's abilities, making them more likely to fight each other than Autobots. Since his personality components refuse to completely merge in robot mode, the two-sided arguments often continue even when Flywheels is whole.

"BELIEVE IN YOURSELF, BUT ONLY IF YOU BOTH AGREE."



WEAPONS/ABILITIES

Subject's tank component can maintain a maximum speed of 75 miles per hour for 350 miles. His powerful laser turret can fire at targets up to 2 miles away. Jet has a maximum speed of 1,300 miles per hour, which it can maintain for 1,800 miles. In combined form, Subject has above-average strength and wields a laser rifle with infrared and heat-seeking abilities.

ALTERNATE MODES



WEAKNESSES

Subject's main weakness is his inability to unify his personality. He often distracts himself with pointless arguments in the middle of combat.

AUTOBOT

SUB GROUP:
HEADMASTER

FORTRESS MAXIMUS

PRIMARY FUNCTION: HEADMASTER LEADER

"PREPARE FOR WAR,
BUT STRIVE FOR PEACE."



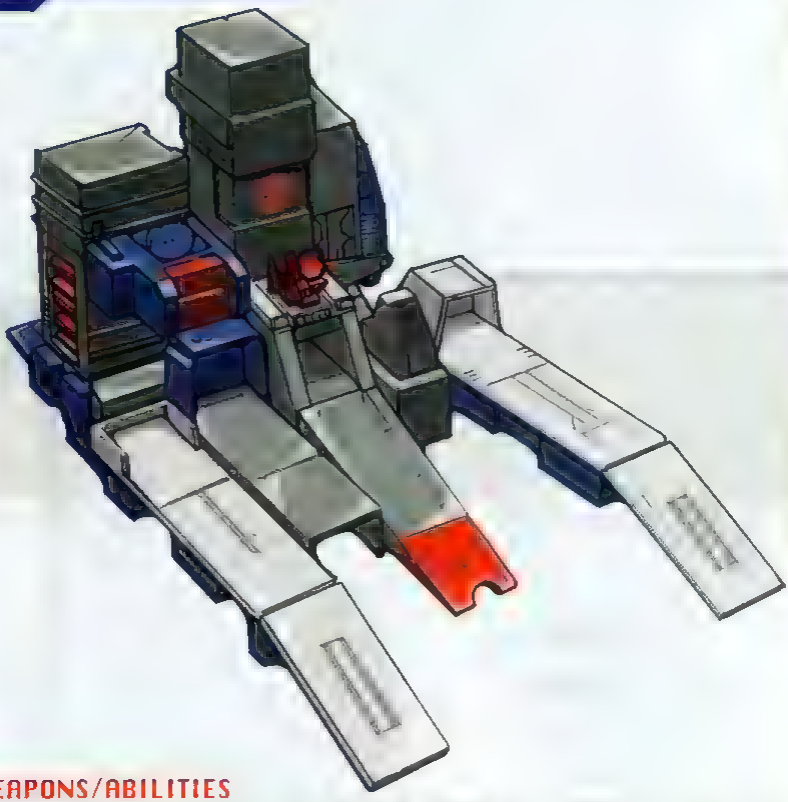
FORTRESS MAXIMUS

CONTINUED

BIO

Fortress Maximus is one of the most powerful Autobots ever created and ironically one of the most peaceful. Even before his substantial recent physical enhancements, Fortress Maximus was already an imposing and prominent figure on Cybertron. He and Ultra Magnus stood as the main co-inheritors of Autobot command after Matrix-holder Optimus Prime disappeared on a mission with many of his key advisers. As the war dragged on, Fortress Maximus found it more and more difficult to reconcile his desire for peace with the seemingly endless fighting raging around him. He eventually suggested following Prime's original plan of leaving Cybertron and finding solace elsewhere, which Magnus deemed unacceptable. Maximus is a valiant and skilled warrior, but one who believes in fighting only out of necessity. He finds the cycle of war on Cybertron absolutely pointless and ultimately thinks all violence is counterproductive to any potential peaceful resolution. Fortress Maximus chose voluntary deactivation to escape the conflict. Upon reawakening, he was disheartened to find Cybertron at war once again. He continually struggles between the two dominant aspects of his personality: the courageous leader and the pacific objector.

ALTERNATE MODE // CITY



WEAPONS/ABILITIES

Subject is one of the largest and strongest Transformers. In his city mode, he has a full-range of support functions to facilitate the needs of other Transformers, including communication equipment, repair bays, living quarters, and extensive defensive and offensive armaments. These include early-warning sensor suites and an array of heat-seeking cannons, laser-guided mortars, and other weapons. Subject remote-controls two armed maintenance vehicles, Gasket and Grommet, who combine to form Cog. Cog is completely under the Subject's control and often acts as his surrogate on the battlefield when in city mode. Subject can also transform into a space cruiser mode. In this mode, he has all the abilities and amenities of his city mode, plus the ability to travel between star systems.

SUB GROUP:
HEADMASTER

FORTRESS MAXIMUS

CONTINUED



COG

CEREBROS

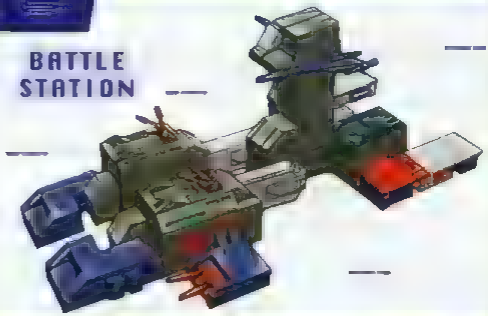




HEADMASTER:
SPIKE

ALTERNATE MODE//

BATTLE
STATION



WEAKNESSES

Subject exhibits no known physical weaknesses, but he can fall prey to despair over the condition of the Transformer race

AUTOBOT

FREE WHEELER

PRIMARY FUNCTION: RECONNAISSANCE

SUB GROUP:
MICROMASTER
RACE CAR
PATROL

BIO

Free Wheeler is easy-going and carefree, just wanting to avoid hassles and enjoy himself. Sadly, these traits are totally unfitting in the middle of a conflict as intense as the Autobot/Decepticon war. Free Wheeler was a young bohemian type before the fighting started, and he has found it incredibly difficult to adapt his passive, relaxed lifestyle to the rigors of combat. He's not lacking in bravery, but motivation and drive are alien concepts to him. Free Wheeler is the primary obstacle holding the Race Car Patrol back from being more effective as a unit. Savvy leader Road Handler understands that Free Wheeler is confused and scared, and is always encouraging and supportive of him. Road Handler wants him to eventually learn to rely on himself instead of whoever's giving him orders.

"AVOID THE POTHOLES ON THE ROAD OF LIFE."

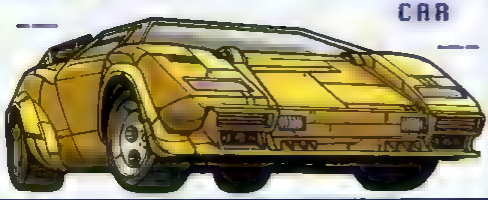


WEAPONS/ABILITIES

Subject has average physical strength. He has great speed in his vehicle mode but lacks driving control.

ALTERNATE MODE//

EARTH CAR



WEAKNESSES

Subject sometimes becomes overwhelmed in combat situations, relying on Road Handler's orders to pull through.

AUTOBOT

SUB GROUP:
THROTTLEBOT

FREEWAY

PRIMARY FUNCTION: SABOTEUR

BIO

Freeway likes to think he's the Throttlebots' resident comedian, but most Autobots don't find anything funny about his spiteful and sophomoric barbs. Freeway remorselessly makes jokes about the disadvantaged, those who can't defend themselves, and basically anyone that's different from him. Tearing someone else down always makes Freeway feel better about himself. He's generally only liked by the kind of people who laugh when something terrible happens to someone else. His friends have realized that even they're not safe from his jibes, especially when their backs are turned. Although Freeway delights in pulling embarrassing pranks on or insulting others, he immediately gets angry and starts to pout if someone does the same to him.

"WORDS CAN CUT DEEPER THAN STEEL."



WEAPONS/ABILITIES

Subject is a highly skilled saboteur and an adequate comedian. His internal radio can intercept and decode enemy broadcasts while simultaneously resubmitting incorrect ones back to the Decepticons. He has a wide array of weapons at his disposal for his sabotage work, including sonic land mines, magnetic homing grenades, rust-inducing agents, and more.

WEAKNESSES

Subject's thinly veiled low self-esteem makes him vulnerable to enemy psychological warfare.

ALTERNATE MODE

EARTH CAR



FRENZY

PRIMARY FUNCTION: WARRIOR

BIO

If it weren't for conflict, there would be a vacuum at the core of Frenzy's being rendering his life meaningless. He knows no cause or purpose other than violence and warfare. So he eagerly laps up his role in the Decepticon army throwing himself headfirst into conflict with fervor worthy of his name. He is always ready to attack and is absolutely fearless in battle, traits that the other Decepticons greatly admire despite his overall standoffish attitude and diminutive stature. Frenzy is a belligerent and unprofessional soldier who might be considered as much of a thug as his frequent partner Rumble if it weren't for his devotion to Soundwave's commands.



"SOW PANIC AND SURRENDER WILL BLOOM."

WEAPONS/ABILITIES

Subject has low physical strength but has an internal drum mechanism that generates sonic vibrations. When concentrated, the vibrations can reach hundreds of decibels in volume, and Subject is capable of completely controlling their direction and focus. In addition to causing physical damage, these high frequency attacks can also disrupt targets' balance centers and auditory functions. Subject is also armed with two hand-held laser cannons that can be mounted on his back for aerial attacks.

WEAKNESSES

[From the Personal Datatracks of Rumble, Decepticon Demolitions] Frenzy's nuts, but he can't always back it up. See, Frenzy'll come at an Autobot all crazy-like, but he ain't that strong. If they stay cool and don't freak out, they can usually figure a way to beat 'im.

ALTERNATE MODE



CASSETTE

AUTOBOT

SUB GROUP:
MICROMASTER
COMBINER

FULL-BARREL

PRIMARY FUNCTION: REGIONAL GROUND/AIR DEFENSE

"SPEED AND POWER ARE THE DRIVING FORCES FOR VICTORY!"



BIO

Full-Barrel never slows down, regardless of what's in his way. He's always raring to go in any circumstances, getting easily frustrated by inactivity. Full-Barrel's standard battle plan involves simply moving in at full speed and rolling over any obstacles, both inanimate and living. In his vehicle mode, or when driving the Battlefield Headquarters, he delights in the crunching noise that results when he ploughs over a Decepticon.

WEAPONS/ABILITIES

Subject has immense physical strength and above-average speed. He is a front-end Micromaster Combiner [See Combiners], joining with partner Overflow to form a tractor-trailer. He can also join with any other rear-end Combiner to form a new vehicle form. Subject is half of the command team for the Battlefield Headquarters, a Transformer-scale truck transport that can split into two space fighters. Each one is armed with laser cannons and wing-mounted rocket launchers, and has a cybernetic computer control system that makes it easy for one Transformer to control all of the vehicle's maneuvers, energy variations, and weapons. The two shuttles can merge to form a sub-orbital space station.

WEAKNESSES

Subject is strong and adequately fast, but burns fuel at a high rate. His standard tactics often leave him rapidly drained of energy if Overflow doesn't moderate them.

ALTERNATE MODE//



TRACTOR-TRAILER

GALVATRON

PRIMARY FUNCTION: COMMANDER

[From the Personal Datatracks of Cyclonus, Decepticon Saboteur]

"MY POWER IS EVERYTHING; DEFEAT IS ABSURD!"



BIO

Mighty Galvatron is the living embodiment of the Decepticon ideal and the greatest inspiration any soldier could ever have the fortune to know. He is everything Megatron was and much more—the logical extension of the cunning and power that first formed the Decepticon army. Galvatron has expunged all of the weaknesses of previous failed commanders and distilled within himself the essence of what it means to be a true leader. He is analytical but still fully capable of guileful tactics and the asymmetric reasoning that prevents his foes from predicting his grand plans until it is too late. The jealous and weak may be frightened by Galvatron's confidence claiming it borders on arrogance, but I disagree. He is merely fully aware of his capabilities and knows that his foes cannot hope to match them. If that is misconstrued as arrogance, then so be it.

GALVATRON

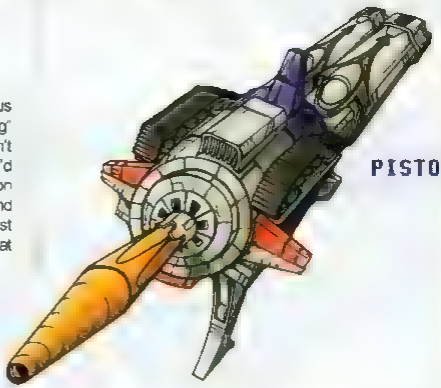
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WEAPONS/ABILITIES

Among all Transformers, Galvatron has no physical equal. The power of Unicron courses through his every circuit, an entire team of fully charged Primes could be brushed away with a single swipe of his arm. His arm-mounted cannon fires a range of energy beams, from super-heated plasma to direct-current electricity. In cannon mode, this capability is magnified even further. A single blast is capable of overloading and destroying a Transformer instantly. Galvatron can also transform and shrink into a powerful pistol mode that is usable by most Transformers, although few are worthy enough to do so.



CANNON



PISTOL

WEAKNESSES

[From the Personal Datatracks of Anonymous Decepticon (Posthumous)] "Asymmetric reasoning" my tailpipe. He's insane—plain and simple! I don't know what happened to make him like this, but I'd rather face an entire legion of Dinobots than get on Galvatron's bad side. Conceited, greedy, and merciless...the only cause he knows is himself. I just hope he and his lackey Cyclonus don't figure out that I've been trying to convince the others to mutiny.

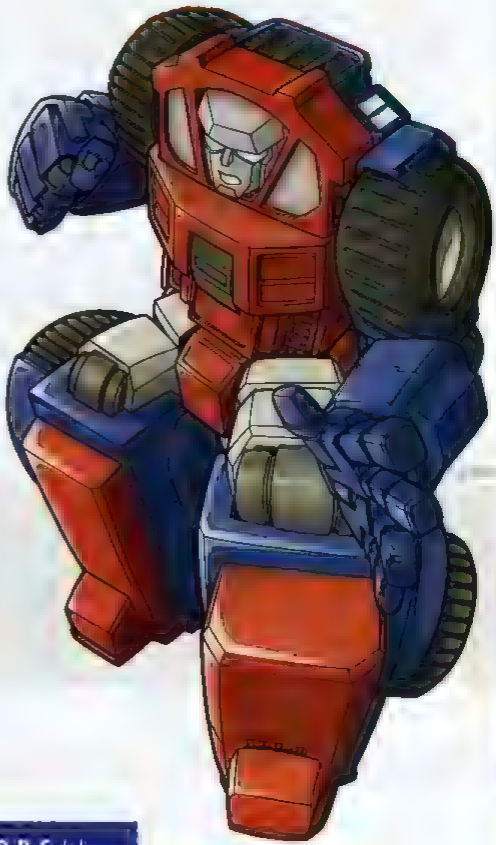
GEARS

PRIMARY FUNCTION: TRANSPORT AND RECONNAISSANCE

BIO

[From the Personal Datatracks of Bluestreak, Autobot Gunner] You know some of the other Autobots say I talk too much, but at least it's not like everything I say is a dead balloon, right? Not so with my little buddy Gears. He can bring you down faster with a few words than Sunstreaker can take down a sparring partner, which is pretty darn fast. Even though Gears is one of the few—okay, many, but who's really counting?—Autobots who say I yammer like my vocal system has an unlimited supply of Energon, he does the same thing. The difference is I like to start pleasant conversations and tell a joke or two, while Gears just likes to complain about anything and anyone—and I do mean anyone, even himself. No matter what someone has to say, Gears will always play Unicron's advocate and poke holes in their position and explain why their plan won't work, and/or why it's the worst idea since, I don't know, the Decepticons or something. Still, for being so anti-social I think Gears is a good 'bot deep down—somewhere. I'm gonna make it a little side mission of mine to help him cheer up; you know, when I'm not out there winning the war and all that.

"NOBODY WINS A WAR —SOMEBODY LOSES."

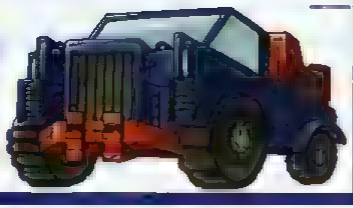


WEAPONS/ABILITIES

Subject is one of the strongest of the Ark-modified Autobots, and he has great fuel-efficiency and overall endurance. He is often used to tote heavy loads, including weakened comrades, over long distances. Compressed air boosters in his legs provide him to launch up to 20 miles straight up and then float down, but only allow him limited maneuverability. Subject's ability to detect infrared allows him to work just as easily at night as during the day.

ALTERNATE MODE

4X4 OFF-ROAD VEHICLE



WEAKNESSES

[From the Personal Datatracks of Gears, Autobot Transport/Reconnaissance] Sometimes it's tough to stay depressed with tin cans like Bluestreak working so hard to force a smile out of me with cheap jokes. But whenever I think about being stuck on this mudball of a planet instead of Cybertron, or not ending this war before we're all nonfunctional...it hits me like a steel-plated fist, and I'm right back to not wanting to do anything.

AUTOBOT

SUB GROUP:
POWERMASTER

GETAWAY

PRIMARY FUNCTION: WARRIOR

BIO

Getaway is a survivor who uses everything at his disposal to get out of dangerous situations. He's passionate and daring when it comes to his cause, but his greatest asset is his ability to stay absolutely cool under pressure. In situations that would have other Autobots pulling out their own wires in a panic, Getaway calmly and confidently takes stock of things and weighs the pros and cons of every course of action until he comes up with the optimal solution. He does this so quickly that witnesses just attribute his success to intuition and pure luck, but Getaway knows that neither of those is as useful to a soldier as logic and a little finesse. Although he prefers to think his way out of tough spots, Getaway can also rely on his physical attributes to help him cheat death. In the past he has been blasted, blown apart and lost limbs, but still somehow remained functional. Getaway doesn't mind that his style and toughness have made him a legend, even among the Decepticons. Getaway's binary-bonded partner is Rev, a Nebulan [See Nebulon] racing star whose calm attitude and excellent driving skills make them a formidable team.

"RUN HOT, BUT ALWAYS KEEP YOUR COOL."



POWERMASTER:
REV

WEAPONS/ ABILITIES

Subject is an expert at tactical and strategic planning, and his fast-working cerebro-circuitry can access this information in mere moments. He is an accomplished lock-pick and escape artist; his uniquely jointed limbs are incredibly flexible and allow him to escape a variety of bonds or physical holds. Subject has average strength, and his main defensive strengths are bulletproof windows and shell-resistant outer armor plating. High endurance and numerous redundant systems in his design allow him to take enormous physical damage and continue functioning. Subject is a Powermaster [See Powermasters]. He wields a double-barreled shotgun that shoots explosive plasma shells.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE

STOCK CAR



DECEPTICON

GNAW

SUB GROUP:
SHARKTICON

PRIMARY FUNCTION: ASSAULT SENTRY

[From the Personal Datatracks of Wheelie, Autobot Survivalist]

BIO

I first came across Gnaw soon after Cybertron started reactivating. I was lost in the wastelands, foraging for Energon and trying to find other Autobots who may have also just started coming back on-line. That's when I saw him, snarling and savage, right in front of me—he looked horrifying and unlike anything I'd ever seen before. He was obviously confused, but that only made him more dangerous. I had to think fast, so I offered the only defense I had—one of my rations. This calmed him down and recharged him enough to talk rationally (kind of). I learned his name, and I guess he must've been a Decepticon before the big shutdown, since he refers to himself as a "Sharkticon." His memory systems must've been damaged somehow because that's about all he knows for sure. It's been kind of hard for me to get rid of him since then, which isn't all bad, he's scary strong and not bad at all in a scrape. The only hard part is keeping his rage under control. Sometimes when he starts fighting it's almost impossible to make him stop. I still have to wonder what kind of twisted minds could create something like him.

"EVERYTHING IS PREY."

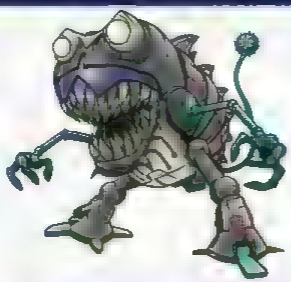


WEAPONS/ ABILITIES

Gnaw is a voracious and powerful predator. I've seen his multiple rows of sharp teeth grind up a whole Transformer into nothing more than metal shavings and a memory. He can swim at speeds up to 150 knots in dense liquid when in shark mode. In robot mode, he wields a rifle that fires a corrosive, salt-based liquid. He also uses a spiked mace for hand-to-hand combat.

ALTERNATE MODE

SHARK



WEAKNESSES

Gnaw's strength keeps him outta most problems, but he is slow and—how can I say?—ot-nay oo-tay ight-bray.

AUTOBOT

SUB GROUP:
THROTTLEBOT

GOLDBUG

PRIMARY FUNCTION: ESPIONAGE DIRECTOR

BIO

Goldbug is the final evolution of the Autobot once known as Bumblebee. He is now more mature and assertive, having finally given up on trying to impress others with how useful or brave he is. He no longer compares himself to his comrades to judge his worth; he finally understands that it's what he thinks of himself that determines his value, not the other way around. This process of self-discovery was long and preceded his new, more powerful body, but receiving it hasn't changed the good, decent bot that Goldbug truly is. He's still fun-loving and supportive, although his hero worship has morphed into a more serious respect for the great Autobots he has worked with throughout his lifetime. Most of all, he has not forgotten how Optimus Prime believed in him when no one else did. Goldbug is dedicated to seeking out peace in his name.

WEAPONS/ABILITIES

Subject is an expert at infiltration, espionage tactics, and is an accomplished leader. Subject is incredibly strong and resistant to physical damage. He has some of the best vision and hearing among the Transformers, as well as having 2 1/2 times better endurance than the next most fuel-efficient Throttlebot. He can easily adapt to extreme temperatures and high-pressure underwater environments.



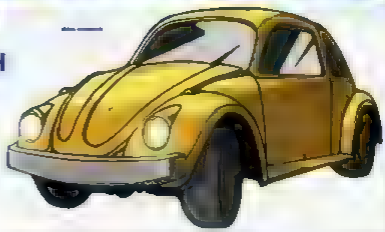
"TO KNOW OTHERS, YOU MUST KNOW YOURSELF FIRST."

WEAKNESSES

Subject exhibits no known physical weaknesses

ALTERNATE MODE

EARTH CAR



AUTOBOT

GRAND SLAM

PRIMARY FUNCTION: AUDIO CORRESPONDENT

BIO

Long ago Grand Slam supported neither side in the war that divided Cybertron between Autobots and Decepticons. He was a news correspondent from the old school, devoted to maintaining his journalistic integrity and impartiality. Grand Slam had covered conflicts on over a hundred worlds, always sending his message back to Cybertron in a fair and unbiased fashion. When the Autobot/Decepticon conflict began heating up, he returned to Cybertron to cover the story. He was offered unprecedented access by the Decepticon army, who hoped to use Grand Slam's respected media status to bolster their image through propaganda. When the stoic and honest Grand Slam insisted on telling the whole story, including tales of Decepticon atrocities and war crimes, the Decepticons resorted to torturing and imprisoning him. Grand Slam was rescued by an Autobot commando squad, and was eventually won over to the cause because of their genuine concern for the innocent and helpless. He has since dedicated himself to recording the grim reality of war, from the eerie stillness before a battle to the horrifying screams of the wounded afterward, hoping that it will serve as a warning to future generations across the galaxy about the true cost of war.



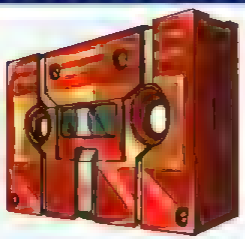
"THE SOUNDS OF WAR ARE HISTORY SPEAKING."

WEAPONS/ABILITIES

Subject is a skilled journalist. In tank mode, possesses above-average strength and wields two repulsors that repel everything from shrapnel to Transformers. He's also capable of discharging a smokescreen. Subject can record and access up to 241 years worth of continuous audio material. He combines [See Combiners] with partner Raindance [See Raindance] to form Slamdance [See Slamdance].

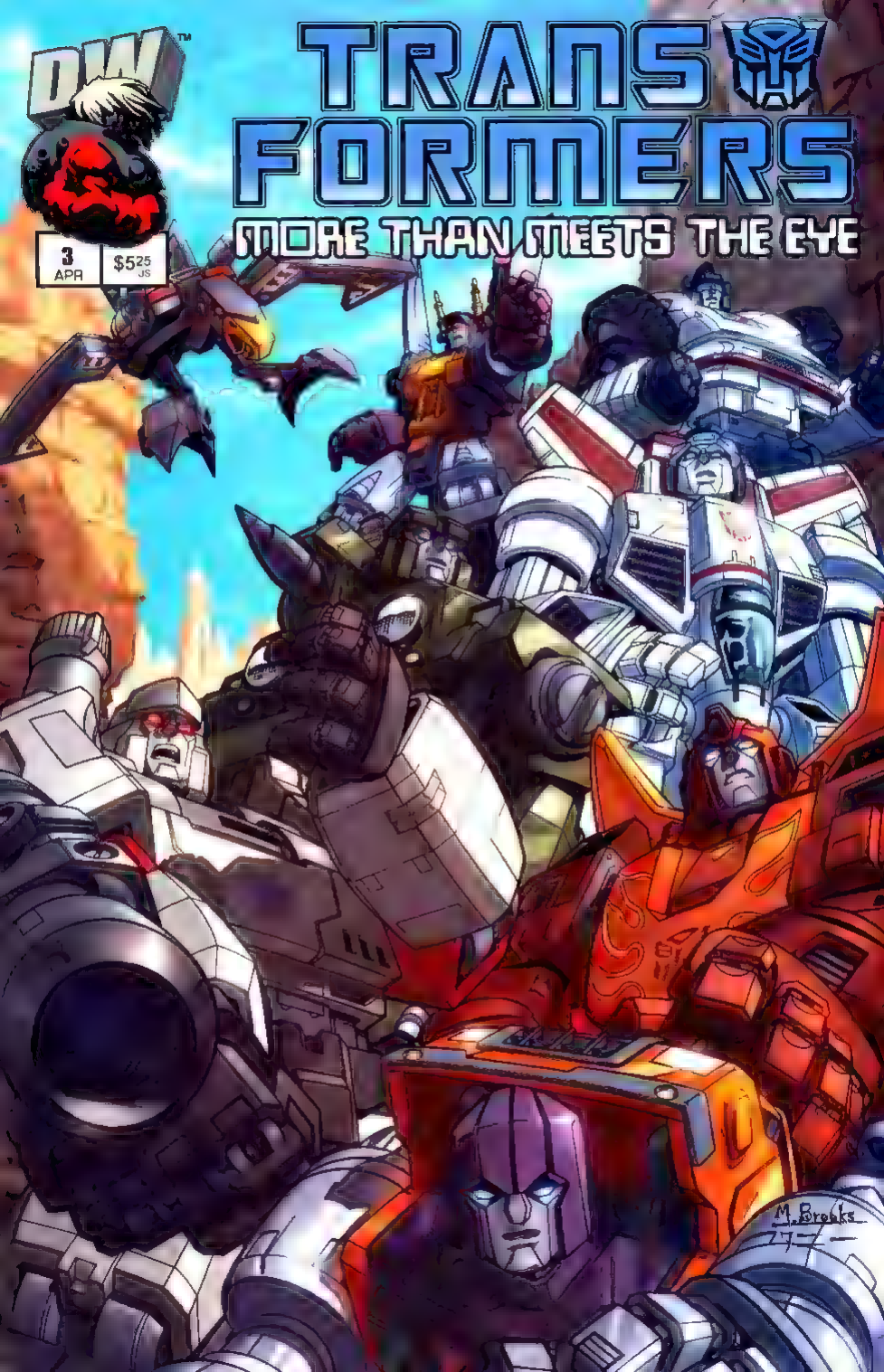
ALTERNATE MODE//

CASSETTE



WEAKNESSES

All of Subject's armaments are completely defensive and thus ineffective for attack. He is stubborn and will sometimes put himself at great risk to get all the facts for a story.


DW
3
APR
$5.25
US
TRANSFORMERS
MORE THAN MEETS THE EYE
M.Brooks

AUTOBOT

GRAPPLE

PRIMARY FUNCTION: ARCHITECT

"BEAUTY IS IN EVERYTHING EXCEPT WAR."



BIO

Grapple wants to create works of art, but the ongoing Autobot/Decepticon conflict necessitates that he focus on creating tools of war. This does nothing to cheer up the already moody and sensitive artist. Grapple was the foremost architect on Cybertron, where he had earned planetwide renown for designing some of the most impressive and elaborate structures in recorded history. His libraries, arenas, and government buildings were beautiful to behold and quickly brought Grapple the adoration of Cybertron's elite. He was hailed as a prodigy and entered the higher circle of social influence, where he and frequent collaborator Hoist established themselves as the architects of choice for the upper echelon, at one point he even designed an expansive hunting estate for the wealthy Mirage. When the war broke out, Grapple at first ignored it and hoped it would pass, allowing him to continue living his life for the sake of his art and building. When one of his famous structures was destroyed in a battle, Grapple was both angered and ashamed. He was angry that the pointless conflict destroyed his work and then embarrassed that it had taken that event and not the millions of innocent lives already lost, to make him realize where he stood. He joined the Autobots immediately thereafter.

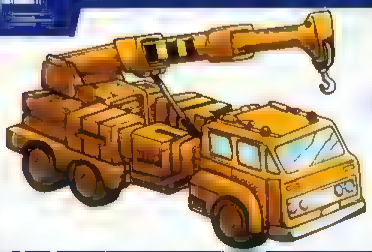
WEAPONS/ABILITIES

Subject is an architectural genius with a natural skill in construction and design. Subject is extremely strong in both modes. In crane mode, he can lift and easily maneuver a 35-ton object with extreme precision. In robot mode, he has an arc-welder rifle that he uses primarily for technical work but can also be a dangerous weapon at close range. Subject can also launch missiles from his wrists at an effective range of 4.5 miles.

WEAKNESSES

Subject can become depressed and listless if one of his creations is destroyed. In vehicle mode, he suffers frequent breakdowns.

ALTERNATE MODE



CRANE

GREASEPIT

PRIMARY FUNCTION: FUEL DEPOT

SUB GROUP:
MICROMASTER

BIO

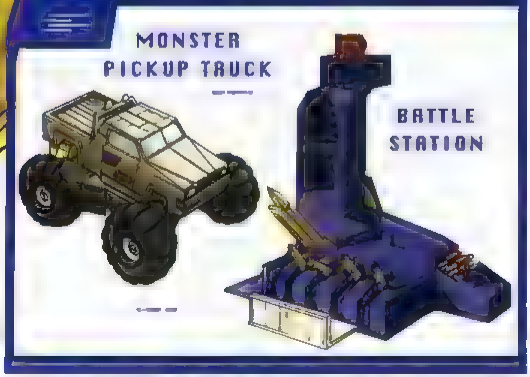
Greasepit is a small-time hustler who tries to bank off the goodwill inherent in his position to earn friendship and personal advancement. He steals fuel from others, even parked human vehicles, in order to power his fellow Decepticons and hopefully score some social points among them. Greasepit doesn't realize that the others would like him a lot better if he just didn't feel the need to remind them constantly that he's doing them a big and useful favor by giving them their Energon.

"AN ENGINE IS ONLY AS POWERFUL AS THE FUEL THAT RUNS IT."

GAS STATION



ALTERNATE MODES



WEAPONS/ABILITIES

Subject has slightly below-average strength but above-average intelligence. His gas station can convert most known primitive fuel sources into high-grade Energon and vice versa. It's one of the most valuable of the Micromaster bases. In his base's battle station mode, Subject can access ion cannons that short out electrical systems, rail-guns that launch incendiary explosives, and jamming systems. Sonic disrupter in tower emits sound waves that are capable of physically crushing targets or forcing back waves of attackers.

WEAKNESSES

If an enemy attack gets through the base's defenses, the results could be devastating since it is full of flammable and highly explosive materials.

AUTOBOT

SUB GROUP:
MICROMASTER
HOT ROD PATROL

GREASER

PRIMARY FUNCTION: HIGHWAY RECON

BIO

Greaser s the tough-bot of the Hot Rod Patro Like the rest of the patro Greaser has got a wild streak and a penchant for goofing off when not on duty, but there s also a darker s de to him A cr minal record of petty larceny kept Greaser from competing in the sanctioned racing events he loved forcing him to enter the seedy underwor d of Cybertron s racing gangs to indulge in his passion for speed It was here that he first came up aga nst Barricade as well as other violent thugs and future Decepticons, in do-or-die street races Greaser managed to escape that lifestyle and eventual y became a dutiful Autobot soldier but he s st ll defens ve about h s past and sens tive to d sparaging remarks about it

"I DIG WATCHING DECEPTICONS CRACK UP AFTER I CROSS THE FINISH LINE FIRST!"



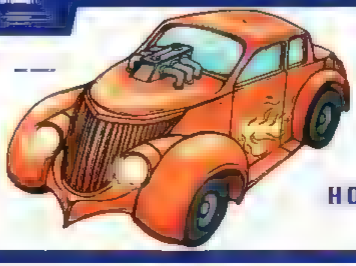
WEAPONS/ABILITIES

Subject is the most skilled offensive and defensive driver of the patrol In vehicle mode, his 16-cylinder Energon-powered engine makes him the second-fastest member of the team, after Big Daddy He underwent several enhancements during his street racing days that now make effective weapons on the road, including oil slicks, shrapnel launchers, and more

WEAKNESSES

Without proper maintenance, Subject s oil slick dispenser can leak and affect his brakes' effectiveness

ALTERNATE MODE



HOT ROD

GRIT

PRIMARY FUNCTION: BATTLEFIELD FORTIFICATION

SUB GROUP:
MICROMASTER
COMBINER
CONSTRUCTOR
SQUAD

BIO

Grit doesn't believe in much except for the inevitability of destruction. Although he loves construction as much as his comrades in the squad do, he doesn't become too attached to any of his or the team's creations. Even beyond the uncertainty inherent in battlefield construction, Grit knows that time will eventually destroy all physical things, even the seemingly ageless Transformers around him. The only thing he feels will last forever is a Decepticon empire that will continue to flourish and grow long after he's gone. It is this thought that keeps him dedicated to his cause.

"ONLY OUR DECEPTICON VICTORY IS CARVED IN STONE."



WEAPONS/ABILITIES

Subject is a front-end Micromaster Combiner [See Combiners] who joins with Knockout to form a backhoe truck. He can also join with any other rear-end Combiner to form a new vehicle mode. Subject is skilled in basic construction, specializing in foundation design. He possesses great physical strength.

ALTERNATE MODE//

TRUCK



WEAKNESSES

Subject exhibits no known physical weaknesses.

AUTOBOT

SUB GROUP:
MONSTERBOT

GROTUSQUE

PRIMARY FUNCTION: MILITARY STRATEGIST

BIO

Everything is funny to Grotusque even his horrendous alternate form. He likes to tell his friends that catching a glimpse of his hideous reflection while in beast mode is the only thing that scares him. This too is a bit of a gag on his part—Grotusque is absolutely fearless. But the truth is that he does hate the way he looks although he's come to accept it as part of the "big joke" that is life. Not even battle can dampen Grotusque's impudent sense of humor which can get annoying to those who fight alongside him. But his friends are grateful that he's around in grim situations when his hilarious (and often inappropriate) comments can break the tension and give everyone a laugh. Despite his insistence on good-natured pranks and fooling around no matter how bad things look, Grotusque is a first-class warrior and one of the best assets in the Autobot army.



"IF IT AIN'T FUN TO DO, IT AIN'T WORTH DOING."

WEAPONS/ABILITIES

Subject is one of the most skilled military planners among the Transformers. He has above-average strength and incredible intelligence. He transforms into a creature mode that can leap distances of up to 3 miles at a time and has indestructible fangs made from metal mined at the core of Cybertron. The wings allow him to fly at 45 mph in both modes, although he is fairly awkward in flight. He also possesses a short-range flamethrower in his mouth in this mode. In robot mode, he is armed with a vaporator rifle that converts fuel and Energon to gas form, leaving affected targets inoperative.

ALTERNATE MODE//



WINGED SABERTOOTH

WEAKNESSES

Subject is especially uncoordinated in his creature mode and while flying in either mode.

DECEPTICON

GROUND HOG

PRIMARY FUNCTION: MOBILE ASSAULT

SUB GROUP:
MICROMASTER
RACE TRACK
PATROL

BIO

Loud noise and chaos are the twin fuels that power Ground Hog's wild life. He judges the quality of an engine by how much noise it makes and works to make sure the entire Race Track Patrol lives up to that standard. Ground Hog is the team's grease monkey, tuning everyone up and always devising some new gimmicks to increase speed and power or just to make it easier for them to win races or battles by cheating. Ground Hog's workshop is a collection of high performance equipment and tools, plus an array of stolen parts, many of which were taken by force from very unwilling Autobots. When not out terrorizing the roadways, Ground Hog likes to spend time at his shop, noisily working on ways to improve the team's ability to win the illegal races they take part in.

"THE ROAR OF AN ENGINE IS MUSIC TO MY EARS!"



WEAPONS/ABILITIES

Subject is an above-average mechanic, with a specialty in ground speed technologies. He is a skilled driver, and is capable of reaching speeds of up to Mach 1 in his vehicle mode.

ALTERNATE MODE//

FUNNY CAR



WEAKNESSES

Subject's audio sensors require constant maintenance because of the loud noises he subjects himself to.

AUTOBOT

SUB GROUP:
PRETENDER

GROUNDBREAKER

PRIMARY FUNCTION: GROUND TROOPER

PRETENDER SHELL//

"THE FIRST ONE IN
IS THE FIRST TO WIN!"



BIO

If there s something to be done, Groundbreaker wants it done now, and he's more than happy to be the one to do it This applies even when others don't ask nor want him to take action Groundbreaker s always in battle mode, ready to open fire on an enemy position even before his comrades can figure out a suitable battle strategy in case of counterattack This attitude carries over into his personal life sometimes with negative results Although he's friendly he can also be brutally honest, blurting out unpleasant things that his friends don't really want to hear He doesn't do it to be vindictive or mean; he's just not very tactful and has no time for misdirection For Groundbreaker, the only way to go is straight ahead and at top speed

GROUNDBREAKER

CONTINUED



WEAPONS/ABILITIES

Subject has great strength, which is augmented by his Pretender shell [See Pretenders]. His shell's helmet has thermal and geological sensors and the shell itself can emit a laser-shield that can block all but the most powerful energy attacks. In this mode, he is armed with an electron assault rifle that uses radar-targeting technology. He can also use a remote-controlled pulse cannon that flies and operates on its own. This is the primary weapon in his vehicle mode, which can reach speeds of up to Mach 1. In robot mode, he uses a standard energy pistol.

ALTERNATE MODE//

ROCKET CAR



WEAKNESSES

Subject's laser shield is very draining on his Energon reserves. His thoughtless nature gets him into dangerous situations, including overusing his shield in combat.

AUTOBOT

GROUNDPOUNDER

PRIMARY FUNCTION: GROUND REINFORCEMENTS

SUB GROUP:
MICROMASTER CONSTRUCTION PATROL

BIO

Whether it's an argument about design or a heavy Decepticon bombardment, Groundpounder is obstinate to the last. He won't back down, and he can rarely be convinced to follow a different path once his mind is set on something. Groundpounder would probably get a lot more accomplished if he were more open-minded and willing to put thought into things. Instead, he'll dive right into a project, doing the work in the most labor-intensive way possible rather than put the effort into thinking about a more efficient way to do things beforehand. He's smart and capable but a bit of a lazy thinker. He'd probably even be able to get promoted if he just spent some time honing his design skills rather than focusing on heavy lifting.



"DIG IN!"

WEAPONS/ABILITIES

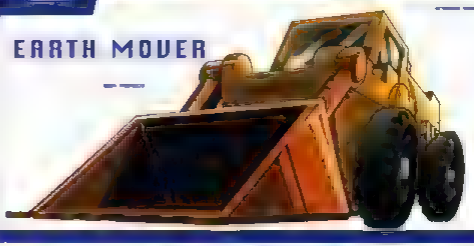
Subject is a skilled construction designer and a tireless laborer with immense physical strength. His armor is composed of a high-density titanium blend that makes him very resistant to damage. In vehicle mode, his shovel is capable of moving 20 tons of rubble with a single scoop.

WEAKNESSES

Subject's insistence on jumping right into something the hard way makes him less efficient and impedes the team's overall efficiency.

ALTERNATE MODE//

EARTH MOVER



AUTOBOT

GROUNDSHAKER

PREVIOUSLY KNOWN AS FIELD COMMANDER

SUB GROUP:
MICROMASTER

[TO Autobot Command FROM Countdown Autobot Aerospace Commander RE Troop Transfer Request Profile]

BIO

There's no doubt in my mind that Groundshaker is a courageous and dedicated Autobot as well as a loyal friend. However, I do not feel that he's suited to continue functioning as my field commander on the Operation Containment mission. Since the mission's launch 012 vorns ago, we've combated the Decepticon expansionist threat on over 20 worlds, and Groundshaker has always proven to be a tenacious fighter. His combat skills are not in question, in that respect, he's worth more than his weight in Energon. The problem is his rambunctious attitude and frequent disregard for orders. As representatives of the Autobots on scores of foreign worlds, we must present a positive image to the people we're trying to help. This is practically impossible when Groundshaker is barreling through their city streets with his ATV's guns blazing, crashing through buildings while searching for Decepticons—all against my orders. Although he means well, this type of behavior only serves to unintentionally terrify the local populace and makes it difficult for us to establish ourselves as different from the Decepticon invaders. Although his skills will be sorely missed, I request he be replaced with a more tactful officer.

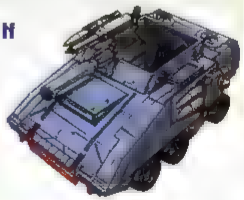
"A LIFE WITHOUT RISK IS A LIFE WITHOUT REWARD."



WEAPONS/ABILITIES

Groundshaker possesses above-average strength and intelligence, and he's an inspiring field commander and tactician. In jet mode, he's a skilled but reckless flyer. He's also an adequate ground and air pilot. His titanium-armored ATV (All-Terrain Vehicle) is armed with an X-ray laser cannon. Its secondary armaments include high-velocity machine guns and sonic boomers that fire concussive blasts of sound. The ATV can transform into a field command battle station and helipad, where its radar system can warn about Decepticon incursion up to 2 miles away.

ALL-TERRAIN VEHICLE



ALTERNATE MODE

STEALTH FIGHTER



WEAKNESSES

[TO Countdown, FROM Autobot Command RE Request Denied] We're sorry to inform you that we have no further fully trained officers to send in replacement, so Groundshaker will have to retain his commission as field commander. It will be up to you to control his thrill-seeking antics. Although he is deficient in speed, his overall lack of physical weaknesses makes him too valuable a soldier to remove from the mission.

DECEPTICON

SUB GROUP:
MICROMASTER
MILITARY
PATROL

GROWL

PRIMARY FUNCTION: FRONT LINE ASSAULT

BIO

Growl is considered dim and simplistic but most would never say so within earshot of him. He's a classic bully who got his start terrorizing Transformers in Cybertron's slums. When one of his streetside assaults had him faced with the option of hard time or military service, Growl opted to go military and never looked back. Having found a venue where his brand of brutality is not only accepted but encouraged, Growl has become even more of a vicious fighter. Although he sometimes entertains thoughts of replacing Bombshock as leader, Growl only does so because he doesn't want to seem inferior to the others on the team who do openly seek command. In fact, Growl is a reliable trooper who is perfectly happy to follow Bombshock's orders.

"IF IT MOVES, CRUSH IT!"



WEAPONS/ABILITIES

Subject is immensely strong. In vehicle mode, has a roof-mounted machine gun that becomes his rifle in robot mode. He is covered with dense, angled armor designed to deflect projectile attacks.

WEAKNESSES

Subject is not very creative on his own, and is very impressionable.

ALTERNATE MODE

ARMORED TRANSPORT



AUTOBOT

GUNRUNNER

PRIMARY FUNCTION: SQUADRON LEADER

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"THE TRUTH WRAPPED
IN A LIE IS STILL A LIE."



BIO

Like fellow Pretender Cloudburst, Gunrunner feels more confident when secure within his shell but for different reasons. Gunrunner was once in command of a strike force that had penetrated Decepticon front lines and was discovered. He and his team, all close friends, came under withering gunfire. Gunrunner tried to keep everyone calm, swearing that he would see to it that all of them made it back in one piece. Gunrunner was the only Pretender in the group, and it was the extra armor of his vehicle shell that narrowly saved him from destruction. His friends were not so lucky. When Gunrunner limped back to the Autobot forward command station as the only survivor of his team, he returned a bitter and changed 'bot. Although still bold when in his shell, the experience left its mark by making him totally insecure when battling in just his robot or jet mode. He retains his title of squadron commander but refuses to take command over any team on a permanent basis, afraid of making friends. He no longer tries to reassure his temporary troops that everything will work out in a battle, saying that made him a liar once, and he won't let that happen again.

GUNRUNNER

CONTINUED

WEAPONS/ABILITIES

Subject is a Pretender [See Pretenders] whose outer shell is an all terrain ground vehicle with hydraulic-powered armored wheels. It is armed with dual electro-static cannon turrets. The vehicle's targeting system makes the cannons accurate at a range of up to 60 miles. The shell can also launch two armor piercing missiles that carry an explosive plasma charge; their range is 100 miles. Thermal generators in the shell's armor allow it to burn through obstacles as dense as solid rock walls. Inner robot transforms into a jet with a maximum speed of Mach 5; the jet is also armed with the electro-static cannons, but their effective range is halved without the targeting computers of the shell. In robot mode, Subject carries a plasma machine gun and can also launch the missiles, although the effective range in this mode is only 2 miles.



WEAKNESSES

Subject's reluctance to fight outside of his shell lowers his effectiveness and can even endanger his troops.

ALTERNATE MODE//

HYPERSONIC JET



AUTOBOT

GUSHER

PRIMARY FUNCTION: COUNTERATTACK

SUB GROUP:
MICROMASTER
COMBINER

BIO

Gusher is in charge of the counterattack portion of the Tanker Truck Transport team. While his partner, Pipeline, focuses on defensive tactics when they come under fire Gusher is busy thinking about how to hit the enemy back as hard as he can. His eagerness to fight back often undermines any defensive maneuvers that Pipeline might be trying to institute. In his personal life, Gusher is just as quick to strike. If he perceives a statement as some kind of an attack on him or simply a contradiction to his opinion, he immediately lets loose with a volley of counter-arguments mixed liberally with insults. It's not uncommon for a simple discussion to end in hurt feelings or even fisticuffs if Gusher is involved. It's primarily his combative nature that keeps the duo fighting each other more than the Decepticons

"LEAVE THE ENEMY SPITTING DUST AND BOLTS!"



WEAPONS/ABILITIES

Subject is a rear-end Micromaster Combiner [See Combiners] who joins with Pipeline to form a construction vehicle. He can also recombine with any other front-end Combiner to form a new vehicle form. Subject is very strong and has above-average skill in devising counterattack strategies

ALTERNATE MODE//

CONSTRUCTION VEHICLE



WEAKNESSES

His unruly nature often interferes with the duo's teamwork

DECEPTICON

SUB GROUP:
ACTION MASTER

GUTCRUNCHER

PRIMARY FUNCTION: AIR-TO-GROUND SUPPORT

[From the Personal Datatracks of Swindle, Decepticon Munitions Expert]

BIO

Gutcruncher is a mechanoid with vision. I gotta give him that. He fights hard to get rid of every last Autobot, but not just because he's a dedicated Decepticon. See, before he even signed up with us, he made sure to negotiate a deal with Megatron for the rights to sell the deactivated remains of the Autobots to a network of interplanetary spare parts dealers. I wish I had thought of that! He worked his way through the ranks of the Decepticons not just by being a great warrior, but also by calculating a way to profit from every situation he's been in. He's cold, and make no mistake. I hear he once secretly sold his wounded, unconscious commanding officer to a junk dealer to dismantle for parts. Not only did he eliminate a rival and get a promotion, he got some extra spending cash outta the bargain. Gutcruncher's definitely a 'Con on the move, a mech to watch—and watch out for.

"CONQUEST OF THE AUTOBOTS BEGINS WITH CONTROL OF THE SKY!"



WEAPONS/ABILITIES

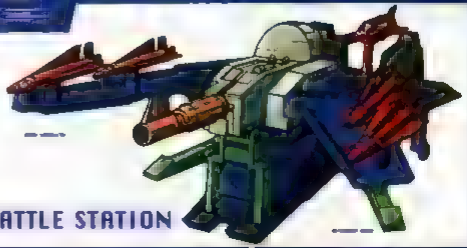
Gutcruncher's really strong, smart, and highly skilled. His primary weapon is his transforming Stratotronic Jet, which is a nice (and valuable) chunk of machinery. It's got a maximum speed of Mach 52 in the atmosphere, with shielding to allow it to withstand the resistance. In space, it's capable of inter-solar system travel. It's got a full weapons payload of fusion bombs, infrared-targeted laser cannons, particle beams, cruise missiles, and more. In battle station mode, it can launch missiles and fire a fusion blaster cannon. It also has a surveillance drone that Gutcruncher can remotely operate at a distance of up to 30 miles and a one-robot tank vehicle. Think of how much I could sell that thing for! Gutcruncher himself carries a double-barreled particle blaster rifle, and he's got a shoulder-mounted tank cannon.

STRATOTRONIC JET

WEAKNESSES

A lot of the other 'Cons are onto Gutcruncher's game, and he can't always count on their support.

ALTERNATE MODE



BATTLE STATION

AUTOBOT

GUZZLE

PRIMARY FUNCTION: GROUND ASSAULT

SUB GROUP:
SPARKABOT

BIO

Not trying is the worst crime as far as Guzzle is concerned. He started his combat career as a green soldier in the city-state of Polyhex. Listening disapprovingly as other reluctant Autobots bemoaned their inexperience as warriors. To this day, Guzzle looks at such self-pity as a dangerous luxury. While those worried Autobots became paralyzed by fear in the face of the fierce Decepticon assaults and thus became casualties, Guzzle was concentrating on figuring out what he had to do in order to survive. He became a battle-tested veteran who hungers to keep testing his mettle in combat. His hard-edged, no-nonsense attitude doesn't make him many friends, but he is respected for his honesty and unpretentious attitude. Guzzle knows that he's not the best soldier in the Autobot army, but it's not for lack of trying.

"IT'S BETTER TO HAVE FOUGHT AND LOST THAN NEVER TO HAVE FOUGHT AT ALL."

WEAPONS/ABILITIES

Subject possesses above-average strength. He is heavily armored in both modes. In tank mode, Subject is an expert marksman with his plasma cannon. He can hit a microchip from 2.5 miles away. Tank mode has a defensive flame exhaust system that can incinerate solid steel. The exhaust ports are located in his feet, but they are awkward to use in robot mode.



ALTERNATE MODE



BATTLE TANK

WEAKNESSES

Subject consumes fuel at a very high rate.

DECEPTICON

HALF-TRACK

PRIMARY FUNCTION: AERIAL COUNTERATTACK

SUB GROUP:
MICROMASTER
COMBINER
BATTLE SQUAD

BIO

Most of what Half-Track says doesn't make much sense, which is why the other members of the Battle Squad call him "Half-Wit" behind his back. It's just that Half-Track is so excitable that his vocal processor circuitry can't keep up with his thoughts, making everything come out as an enthusiastic jumble. He's always eager for combat, elated at any chance to take aim at Autobot aircraft. One of the few things that his fellow squad members understand from Half-Track is the running tally of downed aircraft he loudly calls out during combat.



"THE HIGHER THEY FLY,
THE FASTER THEY'LL FALL!"

WEAPONS/ABILITIES

Subject is a rear-end Micromaster Combiner [See Combiners] who joins with Meltdown to form an anti-aircraft vehicle. He can also recombine with any other front-end Combiner to form a new vehicle or operate as a self-propelled vehicle on his own. In vehicle mode, he is armed with twin anti-aircraft machine guns. Their effectiveness is increased by Subject's high-definition target-acquisition software. In robot mode, he possesses great strength.

WEAKNESSES

Subject can't speak clearly when excited, making it difficult for him to convey important battlefield status reports.

ALTERNATE MODE

ANTI-AIRCRAFT TANK



DECEPTICON

HAMMER

PRIMARY FUNCTION: SQUAD LEADER

SUB GROUP:
MICROMASTER
COMBINER
CONSTRUCTOR
SQUAD

BIO

Hammer attributes his Constructor Squad's impressive successes to one simple fact: they're better than the competition. Each of the team is strong and skilled, and together they're almost unbeatable in terms of combat and construction. Their trademark is to destroy a longstanding Autobot monument and replace it with a terrifying edifice honoring the Decepticon cause. Hammer takes more pride in construction than destruction. He hopes his squad will eventually become the premiere Decepticon combat engineers. Hammer feels he's in a personal competition of ability against Hook and Scrapper, the masterminds of the infamous and well-respected Constructicons. Hammer is sure of his abilities and expects it's only a matter of time before he and his team win the favor of Decepticon high command.

"SUPERIORITY IS THE ARCHITECT OF TRIUMPH."

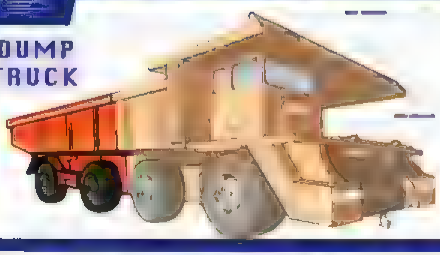


WEAPONS/ABILITIES

Subject is a highly skilled engineer, by far the best of the Constructor Squad. He possesses immense physical strength despite small size. Subject is a rear-end Micromaster Combiner [See Combiners] who combines with Sledge to form a dump truck. He can also recombine with any other front-end Combiner to form a new vehicle mode.

ALTERNATE MODE

DUMP TRUCK



WEAKNESSES

Arrogance causes Subject to overestimate his abilities. Alone, his vehicle mode is useless.

AUTOBOT

SUB GROUP:
HEADMASTER

HARDHEAD

PRIMARY FUNCTION: GROUND ASSAULT

BIO

A grunt and a nod indicating "yes" or "no" is Hardhead's idea of communication. The only thing he likes less than talking is listening, especially when it comes to advice. Getting Hardhead to agree to a suggestion is impossible unless he's somehow maneuvered into thinking it was his idea. He's every bit as obstinate in his personal life as his name implies, but he's a fearless and professional soldier who'll grudgingly follow his superiors' orders. Hardhead is binary-bonded to Duros, who was captain of the security squads on Nebulon [See Nebulon]. The two of them have become fast friends and share an eagerness for fighting. Duros has actually made some headway in making Hardhead more agreeable to tactical suggestions, which has improved his overall effectiveness as a warrior.



"IT'S EITHER MY WAY—OR NO WAY!"

WEAPONS/ABILITIES

Subject is incredibly strong and densely armored; he's also a warrior with above-average skill. He has undergone the Headmaster process [See Headmasters] and is partnered with Duros, who possesses impressive tactical abilities. In tank mode, Subject's maximum speed is 155 mph with a range of 450 miles. He has three main weapons, useable in both modes: one 120-milimeter laser-targeted cannon that fires incendiary, sonic, and explosive shells, and two shatterblasters that fire shards of shrapnel that have the density of diamond.

HEADMASTER:
DUROS



WEAKNESSES

Unwillingness to listen to advice can often leave Subject in difficult personal and combat situations.

ALTERNATE MODE//



TANK

HEAVE

PRIMARY FUNCTION: INTERSTELLAR DEFENSE

SUB GROUP:
MICROMASTER COMBINER ASTRO SQUAD

BIO

For a quiet Autobot like Heave being partnered with the turbulent Barrage is far from the ideal assignment. Heave would rather use his sensors to decode the mysterious radio waves broadcast from a distant quasar than rush into battle, but he's often dragged unwillingly along as Barrage smashes their combined vehicle form through Decepticon battle lines. The other squad members can't help but laugh when the duo barrels by, with Barrage's enthusiastic war cries drowning out Heave's frantic yelps of protest. Heave is a mild-mannered scientist at his core, but he's devoted to using those skills to stop the Decepticons as well as to learn about the world around him.

WEAPONS/ABILITIES

Subject is very strong and is protected by tough cyclonic steel armor. He is versed in most scientific disciplines, with a personal focus on systematic astronomy and celestial objects. Subject is a rear-end Micromaster Combiner [See Combiners] who joins with Barrage to form an exploration vehicle. He can also join with any other front-end Combiner to form a new vehicle mode, or operate on his own. He possesses a full-range sensor array that is capable of picking up clear signals from up to a parsec away. He also functions as the team's mobile communications unit. Subject is armed with two shoulder-mounted dual rocket launchers.

"THE UNIVERSE TELLS ITS SECRETS TO THOSE WHO'LL LISTEN."





WEAKNESSES

Because Subject is often focused on some scientific pursuit when pulled into battle, he's rarely prepared for combat. Subject is also quite shy in social situations.

AUTOBOT

HEAVY TREAD

PRIMARY FUNCTION: GROUND TRANSPORT

SUB GROUP:
MICROMASTER
MONSTER TRUCK
PATROL

BIO

Being a prankster helps Heavy Tread ease the stifling burden of constant warfare. His frustrations make most of his pranks lean toward the aggressive side of things, but he only perpetrates them on Decepticons, so his comrades don't seem to mind. After a battle, the patrol looks forward to hearing Heavy Tread tell them about some amusing trick that he pulled before scrapping a Decepticon. This expectation actually puts some unwanted pressure on Heavy Tread. He doesn't want to disappoint his friends by not having a funny story to tell, and he's afraid they'll start to find him boring if he doesn't keep them laughing.

"I RAM DECEPTICONS INTO THE BREAKDOWN LANE, JUST FOR THE FUN OF IT."



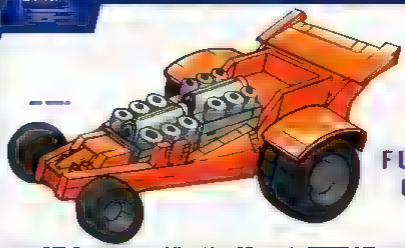
WEAPONS/ABILITIES

Subject possesses above-average strength. His dual engines in vehicle mode allow him to reach speeds near Mach 3 for short distances.

WEAKNESSES

Subject secretly worries about entertaining his friends, placing himself under extreme stress that can distract him from work-related tasks.

ALTERNATE MODE



FUNNY CAR

AUTOBOT

HIGHBROW

PRIMARY FUNCTION: ELECTRONIC WARFARE

SUB GROUP:
HEADMASTER

BIO

Most of Highbrow s comrades agree with him that warfare s barbaric, but they take offense at the way he expresses th s feeling Not only does he talk constantly but H ghbrow manages to treat his fellow Autobots like it s somehow their fault that they are fight ng a war He smugly browbeats the others in a condescending tone and makes himself feel superior by using big words he thinks they won t understand which only makes him look foolish He isn t a bad mechanic d deep down he believes that differences should be resolved through communication not fighting He just doesn t know how else to deal with h s doubts about the conflict and his role n it Highbrow is binary bonded to Gort, an optimistic and cheerful Nebulan teenager [See Nebulon] The Autobots are pleased to see that Gort s open-mindedness and courageous disposit on are he ping moderate H ghbrow s snobbish att tude and re uctance to fight



"WAR IS THE PLAYGROUND OF THE IGNORANT."

WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence He has undergone the Headmaster process [See Headmasters] In helicopter mode his maximum speed is 1,200 mph Subject is equipped with a jamming suite that can cause enemy systems to go haywire across the board by blocking radioactive, radar, magnetic, infrared, and audio signals, among others In both modes, he wields two acid rainmaker rifles that spray bursts of corrosive liquid Subject is highly skilled at his function.



HEADMASTER:
GORT

ALTERNATE MODE

DUAL-ROTOR HELICOPTER



WEAKNESSES

Subject is not very brave and can become jittery during combat

AUTOBOT

SUB GROUP:
MICROMASTER
OFF ROAD PATROL

HIGHJUMP

PRIMARY FUNCTION: COVERT ACTIVITIES

BIO

When it comes to military protocol, Highjump likes to joke that he either misplaced the rulebook or burned it, but he can't remember which. If he can think of a better way to get information than by following the rules, he'll do it. It's Highjump's strongly independent streak that defines the Off Road Patrol's overall attitude. He even coined their team motto: "Don't follow orders, follow instincts." Highjump is always neck-deep in both sanctioned and unsanctioned cloak-and-dagger mischief. He often plays "bad cop" to balance out Powertrain's more straight-edged leadership style, but the two work very well together. Although Highjump likes teammates Mudslinger and Tote, he feels they're holding the team back.



"KEEP IT DOWN AND DIRTY."

WEAPONS/ABILITIES

Subject possesses slightly above-average strength and significant overall endurance. He is highly intelligent and skilled in covert operations ranging from infiltration and information gathering to assassination.

WEAKNESSES

Subject can get wrapped up in dangerous situations beyond his control, requiring the team to come to his aid.

ALTERNATE MODE



TRUCK

HOIST

PRIMARY FUNCTION: MAINTENANCE

[From the Personal Datatracks of Grapple, Autobot Architect]

BIO

I must say that I have nothing but the highest level of respect for Ho st He was one of the best construction engineers n the business on Cybertron, and his assistance made some of my greatest work possible But what I admire most isn t his technical skill, it s his positiv ty and strength in the face of adversity When the war broke out Hoist easi y shifted his thorough attention from commercial engineering to aiding the Autobot res stance--al because he bel eved their cause was just Through it all he has maintained his cheerful upbeat disposit on Although Hoist doesn t usually fight on the front Lines his exacting maintenance schedule keeps the Autobot warriors functioning at peak effic ency He knows that everyone has to be in prime condition to win the war so he accepts no excuse for missing a regular check-up He also accepted no excuses for my initial complacency about the war I credit Hoist s bravery and conviction with opening my opt c sensors to the ev l of the Decepticons I am proud to call him my friend

"YOU HAVE TO BE ROLLING BEFORE YOU CAN BE FIGHTING."



WEAPONS/ ABILITIES

Hoist is skilled in engineering and construction and has become an expert in performing diagnostics on Transformer physiology His painstaking attention to detail during exams ensures that he ll find any potential problem an Autobot might have His head-mounted, multi-function full-spectrum scanner can determine the composition, density tensile strength, and energy level of a target at a range up to 1,200 yards In vehicle form, Hoist can pul wounded Autobots or other cargo weighing up to 40,000 lbs. As a robot, he s terribly strong and can fire laser blasts from his optional wrist-mounted cannon. He can also launch missiles with a range of 4 5 mi es from his wrist sockets

ALTERNATE MODE//



TOW TRUCK

WEAKNESSES

Sad y, Hoist is very slow in his vehic e mode and has poor fuel efficiency

DECEPTICON

SUB GROUP:
HEADMASTER

HORRI-BULL

PRIMARY FUNCTION: GROUND TROOPER

BIO

Horn-Bull would just as soon shove someone down as talk to him. He always seems to be pacing anxiously, awaiting the next chance for combat. He's known to get so angry and overheated that clouds of smoke start to billow out of his nostrils in bull mode. On the battlefield, he wildly crushes everything in his path, making him a frightening but unfocused opponent. Horn-Bull's binary-bonded partner is the Nebulan [See Nebulon] Kreb, an obnoxious former talk show host. Horn-Bull's already irritating demeanor has grown even worse since their joining, and he now often tries to harass his fellow Decepticons into revealing embarrassing personal secrets.

"SMASH ALL THAT STANDS AND TRAMPLE THE REST."

WEAPONS/ABILITIES

Subject has great physical strength and endurance. He has undergone the Headmaster process [See Headmasters]. In bull mode, he has a tail-mounted flamethrower that is also useable in robot mode. As a robot, he is armed with a concussion blaster that operates by focusing and amplifying ambient kinetic energy at its targets.





HEADMASTER:
KREB

ALTERNATE MODE//

BULL



WEAKNESSES

Subject's wild attacks on the battlefield are often ineffectual, and wily opponents can sidestep his onslaught.

AUTOBOT

HOSEHEAD

SUB GROUP:
HEADMASTER

PRIMARY FUNCTION: EMERGENCY RESCUE

[From the Datatracks of Nightbeat, Autobot Detective]

BIO

How can I put it? If the road to the Inferno is paved with good intentions, then Hosehead is already about three-fourths of the way there, and he's working hard to finish the trip. He's one well meaning but utterly confused bot. You can't fault him for lack of courage, but high-pressure situations completely scramble his circuits. It doesn't take too much logical reasoning to figure how that affects Hosehead's job performance. He's always ready to help, but he's been known to rescue people who don't need rescuing or start evacuating the building next to the one that's on fire. Sometimes it makes you want to knock your head into a wall. Luckily, his partner Lug was an all-star athlete on Nebulon [See Nebulon]. Lug lives for making split-second decisions in tense situations, and he's coaching Hosehead on how to make good choices in those circumstances.



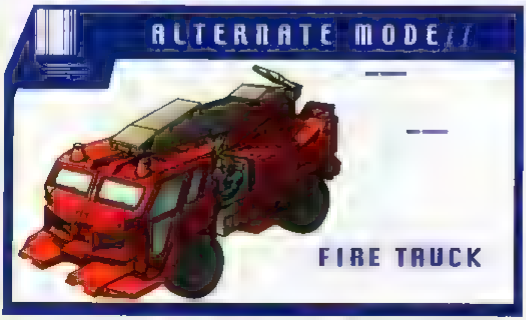
"IF AT FIRST YOU DON'T SUCCEED, KEEP TRYING."

WEAPONS/ABILITIES

Hosehead's strong and tough, and he's actually a little smarter than average. In vehicle mode, he's got all the amenities of a firefighting vehicle including an extending ladder, water, and fire retardant foam sprayers, etc. He can also deploy side-mounted laser cannons. In robot mode, he wields an accelerator rifle that causes its targets' internal mechanisms to speed up uncontrollably, causing mechanical breakdowns and emptying fuel reserves. Hosehead's undergone the Headmaster process [See Headmasters].



HEADMASTER:
LUG



WEAKNESSES

Do I really need to spell it out for you?

AUTOBOT

SUB GROUP:
MICROMASTER

HOT HOUSE

PRIMARY FUNCTION: LONG RANGE DEFENSE

BIO

Hot House believes the potential to solve any problem or mystery is within each Transformer, if they just spend enough time thinking about things. He's constantly mulling over every random thought he has, examining and dissecting it in great detail—out loud. Hot House is a rambling warrior whose stream-of-consciousness monologues make other Autobots wonder if he's sane enough to perform his function. But Hot House isn't crazy; he's just searching for meaning in his own way.

"COMMUNICATION IS THE KEY THAT UNLOCKS VICTORY."



FIRE STATION

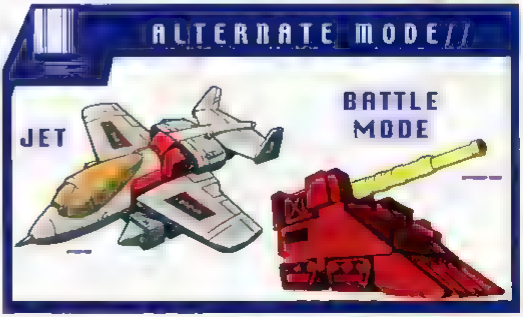
WEAPONS/ABILITIES

Subject possesses above-average strength. He transforms into a firefighting plane equipped with wing-mounted fire retardant dispensers. His fire station base has vapor siphons that absorb the air's ambient moisture and convert it into a high-pressure jet of water that can destroy solid granite. The station transforms into a mobile vehicle with a titanium battering ram, rocket launchers, and liquid nitrogen missiles that can douse fires or damage enemy troops.

WEAKNESSES

As a jet, Subject is very slow. In robot mode, he is physically weak.

ALTERNATE MODE



HOT ROD

PRIMARY FUNCTION: CAVALIER

[From the Personal Datatracks of Kup, Autobot Warrior]

BIO

I've seen it a million times before. Some self-righteous young punk, full of anger and Energon, thinks he knows it all and that he's gonna be the one to win the war—single-handed, of course. Then he runs around, breakin rules whenever he pleases and thinking he's invulnerable, until he catches a few laser blasts, that is. After that, they tend to know better if they survive. Hot Rod fits that bill minus the "knowing better" part; he's hotheaded and way too headstrong for his own good. That said ..there's something about him. He's still young enough to be hopeful and optimistic, and he's so blasted sincere when he says something that you can't help but listen and get motivated. When I first met him, I was ready to cash it in and give up on the constant battles. It was Hot Rod who reminded me why we keep fighting, and why the Autobots can't afford to lose. I couldn't believe it—here was this little upstart suddenly talking about honor and our responsibility to innocents . and he was absolutely right. Hot Rod's decent, and you can count on him to stick to his principles. Despite all that potential, he's also a first-class screw-up. .so I figure I'll keep the lad in line and set a good example for him.

"MY ACTIONS SPEAK LOUDER THAN WORDS."

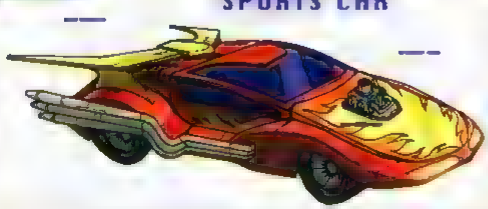


WEAPONS/ABILITIES

Hot Rod's got above-average strength, and he's as brave as they come. In his vehicle mode, he can hit 330 mph for up to 150 miles at a time. He carries two photon laser pistols when he's in robot mode.

ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Hot Rod bites off more than he can chew, doesn't think about the consequences of his actions, has no respect for authority, he's got a smart mouth, he only pays attention to rules when it's convenient, he's too wrapped up with proving himself around Arcee, doesn't take anyone's advice at face value, has no respect for his elders, can't pay attention to anything for too long, he's quick to doubt the abilities of others, tries to show off too much in combat, and

AUTOBOT

HOUND

PRIMARY FUNCTION: SCOUT

BIO

To Hound Earth represents everything Cybertron is not and everything he longs to have Whether he s bravely penetrating an enemy outpost as a scout or just exploring the landscape in his personal time Hound continually marvels at the natural beauty that exists in the Earth's forests seas and animal kingdom Cybertron has been a burnt-out war torn husk for so long that Hound can barely remember what it looked like before the fighting started The virgin unspoiled wonders of Earth seemed so far removed from those battle-scarred metallic plains that Hound fell instantly in love with the world upon awakening eagerly absorbing fascinating detail after detail about his new home He s one of the few Autobots who prefers being on Earth to Cybertron although he knows not to express this highly unpopular opinion too often Hound is both loyal and fearless In addition to being one of the more professional soldiers among the Ark s crew But in secret Hound wishes to trade the life of an Autobot warrior for that of a carefree human

"OBSERVE EVERYTHING, REMEMBER EVEN MORE."



WEAPONS/ ABILITIES

Subject has only average strength but is very intelligent and highly skilled at his function. In both robot and vehicle modes, Subject s turret gun uses a variation of radar scanning to sweep over terrain and store its information. It can then project the stored images as a three-dimensional holographic topographical map. Using the gun's simulation circuitry, Subject is also able to cast simple holographic illusions. The turret gun/rifle can fire relatively weak energy blasts or be used as an infrared tracking device Subject is also armed with a shoulder-mounted rocket launcher

WEAKNESSES

The technology of Subject s topographical recording hardware is vulnerable to electromagnetic wave interference. The intentional manipulation of such waves can erase or distort recorded information, or even cause false images to be implanted.

ALTERNATE MODE//



COMBAT 4X4

HUBCAP

PRIMARY FUNCTION: COMMUNICATIONS

"WEAPONS CAN WIN BATTLES, BUT WORDS CAN WIN WARS."



BIO

Hubcap is the Autobot who says "hello" the loudest, smiles the broadest, and shakes hands the hardest. If you need some Energon, he'll be the first to offer to spot you. He goes out of his way to be enthusiastic and aggressively friendly in everything he does, trying to establish a rapport with others. Although the other Autobots are friendly to Hubcap's face, none of them fully trust him—and wisely so. Beneath his genial exterior, Hubcap is a slippery con artist. He makes "generous" offers only because he knows no one will take him up on them; making the offer doesn't cost him anything, and he hopes it'll make a better impression for him. He pointedly asks questions during briefings hoping it will draw attention away from the fact that he doesn't actually do anything useful himself. That's his greatest fear that the others will realize he doesn't actually do any work to help the Autobots' efforts.

WEAPONS/ABILITIES

Subject is highly intelligent and could be considered skilled at his job, if he ever did it. He has receptors mounted in his head module that can pick up a variety of signals—radio waves, television, microwave transmissions, and more—as weak as .000001 watts. In vehicle mode, he can reach a top speed of 90 mph for 1,000 miles.

WEAKNESSES

His questions often work against him, since they only serve to point out that he's not really paying attention to what's being discussed. He is physically very weak.



AUTOBOT

SUB GROUP:
MICROMASTER
HOT ROD PATROL

HUBS

PRIMARY FUNCTION: HIGHWAY RECON

BIO

Hubs is the youngest and most inexperienced member of the Hot Rod Patrol, and also the most mischievous and rebellious. He's all speed and no control. Big Daddy and the others in the patrol understand and share Hubs' fun-loving attitude, so they try to keep him focused without being overly condescending. The team is a highly effective and cohesive unit, but Hubs' natural aversion to authority sometimes makes him resent Big Daddy taking charge, no matter how "cool" he is about it.

"I ENJOY BURNIN' RUBBER OVER DECEPTICON METAL."



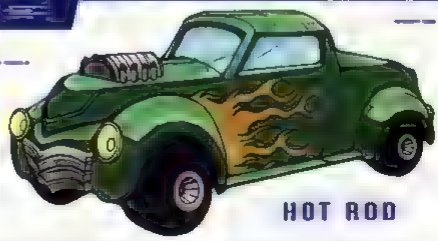
WEAPONS/ ABILITIES

Subject possesses slightly above-average strength in robot mode. In his vehicle mode, he has great speed and maneuverability. He's got telescopic vision and a ground radar scanner that helps him zoom in on targets when driving or fighting.

WEAKNESSES

Subject's adventurous antics can lead him into trouble in combat, and he often overestimates his driving abilities.

ALTERNATE MODE//



HOT ROD

HUFFER

CONSTRUCTION ENGINEER

[From the Personal Datatracks of Bumblebee, Autobot Espionage Agent]

BIO

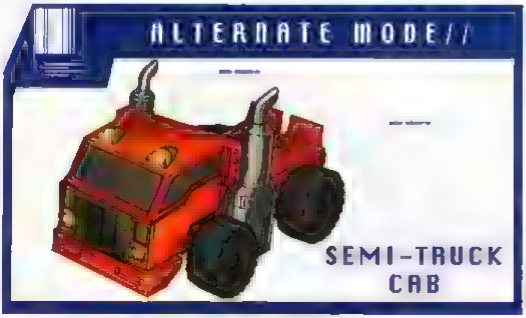
Give Huffer a sheet of junk steel, a burnt out monitor, and some caked-up oil residue, and he could probably slap together a fusion generator! This bot routinely makes something out of nothing, which is pretty useful considering our nonexistent supply lines. The problem is that you have to deal with what feels like a vorn of Huffer's complaining before (and while) it gets done. He's normally pretty quiet, but he definitely finds his voice when it's time to tell Optimus know "it can't be done" or "that's impossible" in response to some construction request. He immediately looks on the dark side of, well, everything. Of course, Huffer always comes through in the end... he just makes it miserable for everyone in the meantime!

"MOLECULAR STRUCTURE IS THE KEY TO SUCCESS."



WEAPONS/ABILITIES

Huffer's one of the stronger Autobots here on Earth. More importantly, he's one of the smartest engineers there is—he's a whiz at math and physics all the way to the theoretical level. His arms each have a series of sensors in them to analyze objects' tensile strength, thermal conductivity, and basically anything he needs to know for construction purposes.



WEAKNESSES

We all miss Cybertron, but I think Huffer is the most affected by our being stranded on Earth. Sometimes it keeps him from doing anything at all. There are times when we can't even get him to say a word—he'll just sit in his quarters and stare glumly at a little 3-D projection of Cybertron.

AUTOBOT

HYDRAULIC

PRIMARY FUNCTION: PATROL COMMANDER

SUB GROUP:
MICROMASTER
MONSTER TRUCK
PATROL

"HIT THEM HARD AND THEY'LL FALL LIKE ROCKS!"

BIO

Subtlety isn't Hydraulic's strong suit. He's not dense, he just feels that the direct approach is the best way to go about things, both personally and professionally. If he has a problem with someone, he tells him why right away, before it gets to be a bigger issue than it really is. This sometimes leads to hurt feelings, but most appreciate Hydraulic's up-front attitude. In battle, he relies heavily on his team's strength, ordering them to roll in at full throttle and just smash through the opposition. Other tacticians wonder why the bright Hydraulic doesn't come up with a more complex battle strategy, but Hydraulic doesn't see any reason to change what works.



WEAPONS/ABILITIES

Subject is very strong and highly intelligent. In vehicle mode, his powerful engine allows him to accelerate to a speed of Mach 2 for short distances. His thick armor allows him to break through most obstacles, from concrete to steel walls, without significant damage.

WEAKNESSES

Subject's adherence to his straightforward attack plan can become predictable to enemy commanders.

ALTERNATE MODE

MONSTER TRUCK



DECEPTICON

HYPERDRIVE

PRIMARY FUNCTION: ADVANCE ASSAULT

SUB GROUP:
MICROMASTER
SPORTS CAR
PATROL

BIO

Hyperdrive is easily angered as well as easily bored. It is the latter that makes him dangerous. His attention span is miniscule, and his conscience is nonexistent, making destruction the first thing he thinks of when he loses interest in whatever else he's doing. This makes him an eager and effective warrior who has no concern for the unintentional wrecks and casualties he leaves behind on the roads while on a mission. The one thing he never tires of is disposing of wounded Autobots, making him the most despicable of the patrol. Even other Decepticons are put off by his ignoble and violent nature.

"WHENEVER I DRIVE, THE HIGHWAY BECOMES A DEMOLITION DERBY!"



WEAPONS/ ABILITIES

Subject possesses above-average strength in robot mode. As a vehicle, can reach a maximum speed of 450 mph for 700 miles at a time.

ALTERNATE MODE

SPORTS CAR



WEAKNESSES

Subject exhibits no known physical weaknesses.

DECEPTICON

SUB GROUP:
PRETENDER

IGUANUS

PRIMARY FUNCTION: TERROR TROOPER

PRETENDER SHELL//

"SOW THE SEEDS OF FEAR
AND VICTORY IS YOURS."

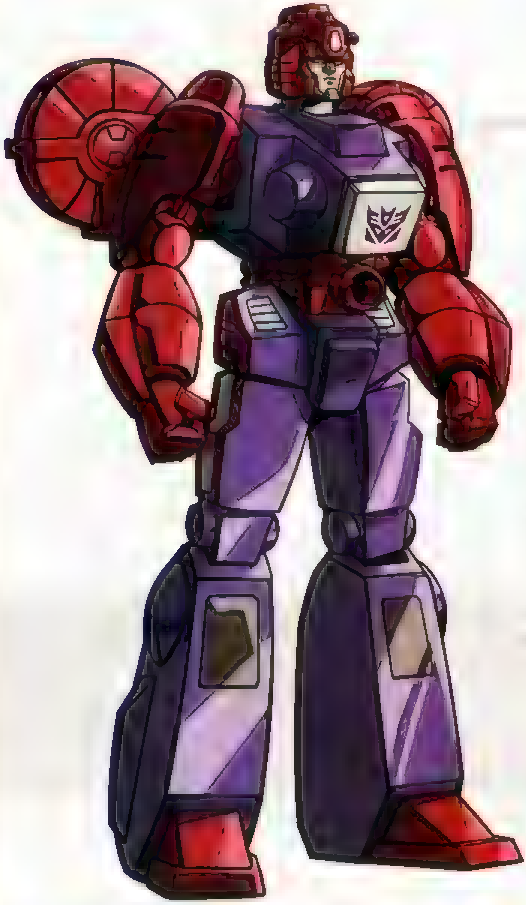


BIO

Iguanus is mesmerized by his outer shell. When he's locked within the shell, he stares at himself in reflective surfaces, and when he's in robot mode he can often be found gazing dreamily at it. He's not vain, he's just fascinated by reptiles and his shell's resemblance to them. Iguanus thinks the loathsome and repulsive nature of his reptilian shell is ideal for spreading terror among his enemies. He has even developed a strange personal bond with reptiles of all types, trying to emulate their demeanor and attack tactics. If there were a way for him to bond more fully with his reptilian nature, he would eagerly jump at the chance.

IGUANUS

CONTINUED



WEAPONS/ABILITIES

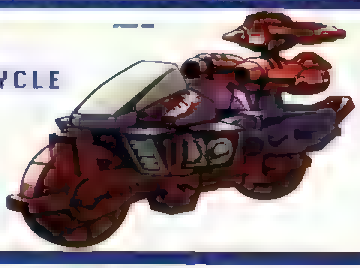
Subject is a Pretender [See Pretenders] whose powerful outer shell can easily crush whole cars in its claws. The shell's optics contain hypnobeams that can override some targets' willpower and temporarily program them with new directives of Subject's choosing. He is armed with an air blaster that shoots pressurized air with as much force as a hurricane; this weapon is useable in all modes. In vehicle mode, motorcycle wheels have retractable spinning blades that can slice through armor; Subject uses them as a hand-to-hand weapon when inside shell. His internal mechanisms can generate an equilibrium distorting effect that strikes targets with intense vertigo. Subject is extremely strong, resistant to damage, and skilled as a warrior.

WEAKNESSES

Subject exhibits no known physical weaknesses, but he is overly protective of his shell and can become enraged if it is damaged.

ALTERNATE MODE//

MOTORCYCLE



AUTOBOT

INFERNO

PRIMARY FUNCTION: SEARCH AND RESCUE

BIO

Inferno would be a lot better at his job if he weren't so easily distracted. He genuinely wants to be responsible and perform his job well, but he simply cannot resist getting involved in combat. The rugged and powerful Inferno likes things to be as intense as possible, although he prefers the heat of battle to the heat of a burning building. He's not unaware of the seriousness of his function, and he does enjoy the chances it offers him to save innocent lives. It's just that Inferno can't turn down an opportunity to get into the thick of the action.

"WHERE THERE'S SMOKE, THERE'S ME."



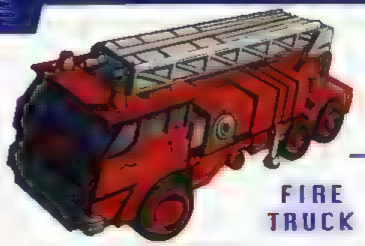
WEAPONS/ABILITIES

Subject has immense physical strength. His tough armor plating is blended with a ceramic element that allows him to easily resist temperatures as high as 8,000° Celsius. His rifle shoots fire-extinguishing foam as well as an energy-dampening ray that diminishes the effectiveness of beam-based enemy attacks. He can also shoot missiles from his wrist-sockets. In vehicle mode, he possesses all of the abilities of an Earth fire truck.

WEAKNESSES

Subject has a difficult time following orders especially if he's faced with a choice between combat and something he considers less exciting. He's not very agile as a robot.

ALTERNATE MODE



FIRE TRUCK

BARRAGE

PRIMARY FUNCTION: GUNNER

SUB GROUP:
INSECTICON

BIO

When Barrage is deployed onto the battlefield, the other Decepticons warily step back and let him go to work. Barrage is a thorough and merciless warrior who keeps firing long after the battle has been won militarily. When resistance crumbles and the enemy starts to retreat, he'll shoot fleeing forces in the back and then start picking off any wounded Autobots left behind on the battlefield. Once there are no survivors, he'll keep his onslaught going until the landscape itself is charred and ruined. Barrage knows no fear, and kindness itself is an alien concept to him. He does everything in his power to crush any glimmer of hope his foes may have, and he expects the same from everyone around him; he once shot a Decepticon guard for offering medical assistance to a critically wounded Autobot prisoner. Unsurprisingly, Barrage is not very popular with his comrades-in-arms.

"NOTHING LEFT STANDING MEANS NOTHING LEFT TO CHANGE."



WEAPONS/ABILITIES

Subject is a highly skilled gunner and adequate sniper. In insect mode, he can fire non-stop explosive energy bolts from his multiple gun mounts. His antenna can shoot powerful photon blasts. In this mode, he can fly at 15 mph for approximately 400 miles. In robot mode, he wields an energo-sword and a sonic machine gun that shoots rapid-fire bursts of concentrated sound.

ALTERNATE MODE



RHINOCEROS BEETLE

WEAKNESSES

Although heavily armed, Subject is very weak and slow

DECEPTICON

SUB GROUP:
INSECTICON

BOMBSHELL

PRIMARY FUNCTION: PSYCHOLOGICAL WARFARE

BIO

The whole world is Bombshell's science project, and he's a cruel experimenter. He enjoys taking control of others' minds and then sadistically torturing them, mentally and physically. Bombshell eagerly invites his comrades to watch as he orders his victims to perform humiliating acts that ruin their personal lives. The other Decepticons find Bombshell's antics to be entertaining, but even they get unsettled by how enthusiastic he becomes. By the time Bombshell gleefully orders one of his victims to destroy himself, each Decepticon is left wondering if Bombshell wouldn't jump at the chance to do the same to one of them.

"THE MIND IS MY PLAYPEN."



WEAPONS/ABILITIES

Subject has above-average intelligence and is an expert in cognitive psychology. In insect mode, he's capable of flying 5.7 miles at a time. He can launch cerebro-shells that use laser-torches to burn through the metallic skins of a Transformer and work their way to his cerebro-circuitry, where they uncoil and take over mental functions. This effectively allows Subject to remote control the victim. These shells are adaptable for use on humans and other life forms as well. In robot mode, Subject has a highly accurate head-mounted mortar that shoots 50 lb. explosives up to 8 miles. He also carries a laser rifle.

WEAKNESSES

Cerebro-shells can be used to send false signals to Subject if successfully removed from a victim. Some metals can't be penetrated by the shells' laser-torches, and some strong-willed beings are immune to his control. Subject will sometimes ignore pressing concerns to toy with a victim.

ALTERNATE MODE//



RHINOCEROS BEETLE

CHOP SHOP

SUB GROUP:
INSECTICON

PRIMARY FUNCTION: THIEF

BIO

Chop Shop is so sly and skilled that his comrades still haven't recognized his secret. Regularly finding their quarters ransacked, many Decepticons openly wonder what daring Autobot manages to routinely infiltrate their base and take their valuables. Chop Shop wonders out loud right along with them, but inside he's always laughing—he's the unrepentant kleptomaniac responsible. The other Decepticons don't suspect him because he's even compelled to take his own stuff, so it looks like he was victimized too! He always has to come up with new excuses on the fly for why he's later found using someone else's missing rifle or Energon dispenser, but the thrill of getting caught only makes it that much more exciting for Chop Shop. The greater the challenge of getting something, the more the greedy and daring Chop Shop wants to take it for himself.



"I TAKE NO PRISONERS, JUST SPARE PARTS."

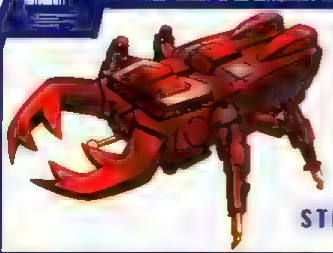
WEAPONS/ABILITIES

Subject has great intelligence and above-average strength that allows him to carry up to 30 tons. He is the most skilled thief among the Transformers and is an expert at infiltration and bypassing security systems. In insect mode, he flies at speeds up to 30 mph thanks to his dual jets. His razor-sharp pincers can slice through steel, and he has two precision lasers in his mouth. In robot mode, he carries a photon cannon and a disrupter spear that can short out most security devices.

WEAKNESSES

Subject's kleptomania is difficult to control and can put him in awkward, dangerous situations. His comrades are starting to suspect his activities.

ALTERNATE MODE



STAG BEETLE

DECEPTICON

SUB GROUP:
INSECTICON

KICKBACK

PRIMARY FUNCTION: ESPIONAGE

BIO

Kickback is sincerely interested in having others tell him their deepest thoughts or darkest secrets. It's not because he's concerned about making them feel better by unburdening themselves; he just wants ammunition for his blackmail arsenal. With a greasy charm that's almost supernatural, Kickback convinces others—humans, Autobots and even fellow Decepticons—that he's their closest friend. He then uses his personal influence to get them to perform increasingly difficult "favors" for him in exchange for his continued friendship and silence regarding their dirty secrets. In this respect, Kickback is as much a master of psychology as Bombshell. And like Bombshell, Kickback fully enjoys destroying his victims emotionally and physically when he's finished with them.

"FRIEND IS ANOTHER WORD FOR FOOL."



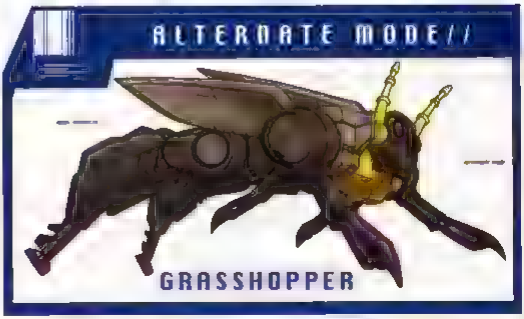
WEAPONS/ABILITIES

Subject is incredibly intelligent and very skilled at his function. In insect mode, he can kick a hole through 1/4 inch of solid steel. He can fly at a maximum speed of 30 mph for approximately 100 miles, in both modes. As a robot, he's armed with a sub-machine gun that fires 2,490 rounds per breem.

WEAKNESSES

Subject is very weak physically and is susceptible to strong winds during flight.

ALTERNATE MODE//



GRASSHOPPER

DECEPTICON

RANSACK

PRIMARY FUNCTION: WARRIOR

SUB GROUP:
INSECTICON

BIO

Ransack hungers for nothing less than total destruction. His arrogant swagger and battle lust are unmatched among the Insecticons, who admire his direct attitude. When hunting down a target in battle, it appears that he's completely blind to the volume of collateral damage he causes, including shattered buildings, countless innocent casualties and ruined wildlife. Far from blind, Ransack is well aware of the damage he causes to the surrounding environment. He just doesn't care.

"THE SIGHT OF RUIN ONLY MAKES ME CRAVE MORE."



WEAPONS/ ABILITIES

Subject has extreme physical strength and endurance. In insect mode, he can leap a distance over 200 times his size. A powerful kick from his rear legs can shatter steel, and their vibration when rubbed together can cause stone walls to disintegrate. His antenna can generate 80,000 volts of electricity. In robot mode, he wields a concussion blaster and a shield.

ALTERNATE MODE//



LOCUST

WEAKNESSES

Subject is powerful but not very precise. He has only average ability as a warrior.

DECEPTICON

SUB GROUP:
INSECTICON

SHRAPNEL

PRIMARY FUNCTION: ELECTRIC WARFARE

BIO

The characteristic quirk of Shrapnel's speech, the eerie and sibilant way he repeats the last word in every sentence, is actually the least disturbing thing about him. He's fascinated by the power of electricity, especially its effect on living subjects. He uses his amazing mastery over electricity to painfully dismantle his foes one charred circuit at a time. The pitiful wails resulting from his evil handiwork elicit unabashed glee in Shrapnel, whose terrifying battle cry can be heard for almost 8 miles when he gets excited.



"CONTROL ELECTRICITY AND YOU CONTROL THE WORLD."

WEAPONS/ABILITIES

Subject's twin antennae are able to attract, generate and control electrical current. On their own, they can generate up to 40,000 volts of energy and can channel even more current in the proper weather conditions. By careful manipulation, Subject can use his antennae to control almost all electrically powered mechanical devices. In insect mode, he can fly up to 50 miles. In robot mode, he can channel his electrical bolts through his arms. He also wields a grenade launcher that fires 30 lb. steel shells. The shells explode in mid-air and shower targets with thousands of razor-sharp projectiles, tearing most armor to shreds. Despite having slightly below-average strength, Subject's electrical power makes him the most physically dangerous Insecticon.

WEAKNESSES

Subject's powers can be diminished by a number of insulating materials. His loud battle cries often make him a highly visible target.

ALTERNATE MODE



STAG BEETLE

DECEPTICON

VENOM

PRIMARY FUNCTION: PSYCHOLOGICAL WARFARE

SUB GROUP:
INSECTICON



"FRIENDS ARE MORE DANGEROUS THAN ENEMIES."

BIO

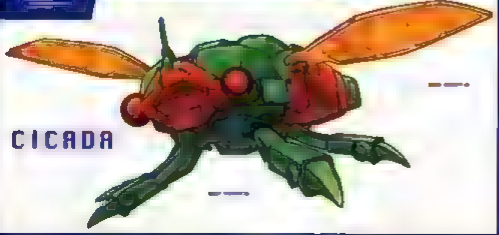
Venom undermines his own position as nominal leader of the Insecticons by ostracizing himself from the others. He fears that allowing anyone too close to him would open him up to blackmail or make him vulnerable to attack. While he's not entirely wrong—Decepticons like Kickback live for such opportunities—this attitude also makes it impossible for him to establish his control over the group. Venom knows that he's the most qualified leader in terms of experience, but he particularly fears Shrapnel as a potential threat to his command.

WEAPONS/ABILITIES

Subject is incredibly intelligent and skilled. He is an expert in psychology and tactics, although he is less skilled in the cognitive realm than Bombshell. In insect mode, he can fly at 15 mph for 300 miles. His stinger is capable of punching through up to a 1/4 inch of steel but can break off in some stronger metals. Once inserted, the stinger can pump any number of toxins into its target, from corrosive acid that can dissolve a Transformer's innards to powerful neurotoxins that affect organic life forms. In robot mode, he wields an electro-blaster rifle and an energo-scythe.

ALTERNATE MODE//

CICADA



WEAKNESSES

Subject is physically weak and slow. His paranoia and inability to trust his troops diminishes his ability to command.

AUTOBOT

SUB GROUP:
MICROMASTER

IRON WORKS

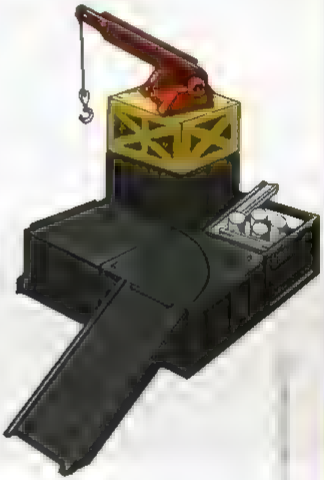
PRIMARY FUNCTION: COMMUNICATIONS BAY

"STRONG SUPPORT NEEDS A GOOD FOUNDATION."



BIO

When Iron Works was put in charge of his transforming battle station, he hoped he could indulge in his true passion, construction and repair. In fact, much of the station's equipment is focused on just that. But Autobot commanders found the station's long-range communications abilities were more valuable than its construction facilities. They dedicated the station—and Iron Works—to relaying communications and diminished its other role. Iron Works grudgingly agreed, understanding the important part communications play in the war effort. The lonely duty of safeguarding the isolated communications outpost has since made Iron Works a bit eccentric. The infrequent Autobot visitors find the outpost surrounded by an increasing number of bizarre constructions that Iron Works designs and builds in his free time.



COMMUNICATIONS STATION

WEAPONS/ABILITIES

Subject has above-average intelligence and engineering abilities. He is also highly skilled in utilizing communications technology. His base has all of the amenities of a construction site including a powerful crane. It transforms into a repair bay with additional rivet guns, hydraulic lifts, and an iron forge. The base has an extremely powerful interstellar laser-based communicator that allows almost instantaneous communication across the planet and is armed with a surface-to-air proton missile launcher.

WEAKNESSES

Subject is extremely weak. He is also very slow in vehicle mode.

ALTERNATE MODE

TRUCK



BATTLE STATION



IRONHIDE

PRIMARY FUNCTION: SECURITY

BIO

Ironhide's been there and back more times than he can remember or cares to admit. He's the oldest of the Earth-bound Autobots, but he's still the fastest by far. Ironhide prefers to communicate his intentions through actions rather than words, and he can't abide those "young punks" who talk a good game but never follow through. Time has taken its toll, and he's seen better days physically, but Ironhide is still renowned for his toughness and determination. Never one to back down from a challenge or exhibit fear, he's still capable of showing up any Autobot and Decepticon upstarts who dismiss him as just an old relic. In addition to overall security, Ironhide acts as a bodyguard to Optimus Prime and anyone who's threatened by Decepticon violence. He does so not just because of his formidable defensive skills but also because of a deeply held desire to safeguard all life—Transformer, human, and otherwise. Ironhide attempts to hide this softer side with his crotchety demeanor, but Optimus Prime isn't fooled.

"HIGH TECH CIRCUITRY IS NO REPLACEMENT FOR GUTS."



WEAPONS/ABILITIES

Subject possesses great physical strength and above-average intelligence. His super-dense trithynium-steel skin is lined with radiation dampers, making him nearly invulnerable to physical and radiation-based attacks. Although his whole body is armored, it is most heavily concentrated in his front section. He carries a rifle that can shoot his choice of liquid chemicals up to 1,000 feet. He carries cartridges with a number of options, including superheated liquid metal, a self-igniting petrochemical spray, and liquid nitrogen, among others. Subject is a skilled warrior and security expert.

ALTERNATE MODE//

VAN



WEAKNESSES

[From the Personal Datatracks of Sunstreaker, Autobot Warrior] This old heap's past his prime, if he ever had one. Come on! Not only is Ironhide slow, but Ratchet spends more time maintaining his outdated, rusty innards than he does repairing the real warriors' battle damage. The only future he's got is as spare parts.

AUTOBOT

SUB GROUP:
ACTION MASTER

JACKPOT

PRIMARY FUNCTION: STRATEGIST

BIO

If there's a bet on the table, Jackpot is always the first to raise the stakes. And if there isn't an existing bet, he'll be sure to make one that suits him. He'll solicit bettors by offering to do something that seems impossible; when the others take him up on it, he pulls it off and collects the credits. He once conned a Decepticon guard into setting him free and serving time in his place! Always a risk-taker, the upbeat and smooth Jackpot enjoys proving his abilities to others while amazing them with his uncanny luck. His partner, Sights, helps stack the deck in Jackpot's favor by monitoring his opponents and transmitting the info back to Jackpot.



TARGETMASTER:
SIGHTS



"YOU CAN'T WIN IF YOU DON'T PLAY."

WEAPONS/ABILITIES

Subject has above-average strength, great intelligence, and impeccable skill in strategic planning. His Targetmaster partner [See Targetmasters] transforms from an avian mode into a photon cannon that amplifies the power of Subject's hand weapon.

WEAKNESSES

Gambling compulsion often puts him in dangerous predicaments. This strategies sometimes rely too heavily on risk-taking.

ALTERNATE MODE

PHOTON CANNON



AUTOBOT

JAZZ

PRIMARY FUNCTION: SPECIAL OPERATIONS AGENT

BIO

Jazz is the Autobots' stylish guide to the myriad cultures of their adopted home planet Earth. While Prowl serves as Optimus Prime's primary military advisor and second-in-command, it is Jazz whom Prime turns to when the Autobot leader needs someone to think creatively. Jazz knows the intimate details of cultures across the galaxy, but the varied fashions and music of Earth's ever-changing popular culture fascinate him the most. Beyond his scholarly interest, Jazz just intuitively "gets" things and assimilates quickly. This innate adaptability and cosmopolitan bent make him a versatile special agent who always pulls off dangerous missions with a characteristic flair.

WEAPONS/ABILITIES

Subject is extremely intelligent and skilled. He is an expert in sociology, history, and culture. In robot mode, he wields a photon rifle and shoulder-mounted flamethrower. In vehicle mode, he has a full-spectrum beacon and powerful speakers that can create a disorienting light and sound display that reaches 180 decibels in volume. His rear spoiler allows him limited gliding ability if he makes a jump in car mode.

"DO IT WITH STYLE OR DON'T BOTHER DOING IT."



ALTERNATE MODE

SPORTS CAR



WEAKNESSES

Subject's voracious appetite for new cultural nuances can distract him during a mission.

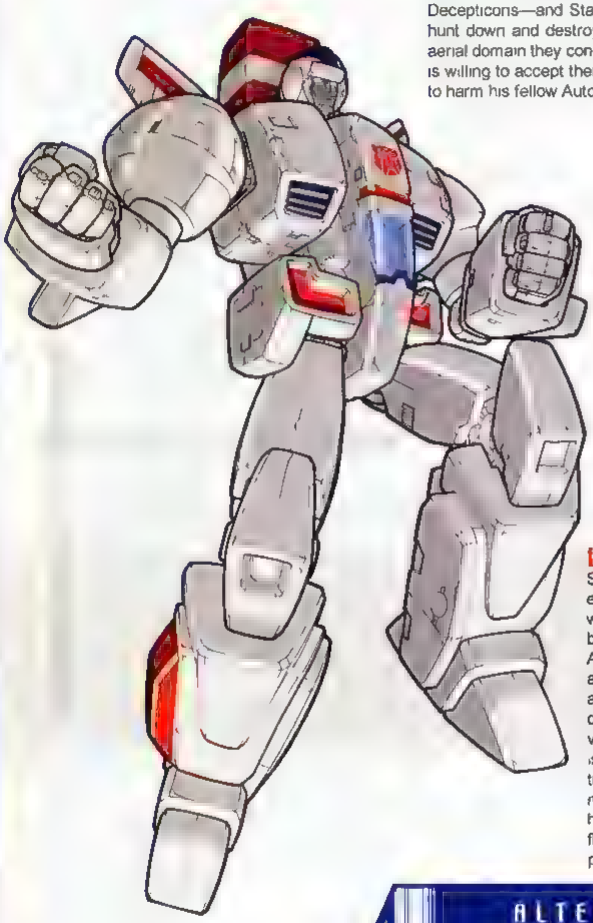
AUTOBOT

JETFIRE

PRIMARY FUNCTION: AIR GUARDIAN

BIO

Science is Jetfire's driving motivation, and his belief in its abilities is what makes him one of the most daring Autobots. He charges into battle, confident that his highly advanced airframe design will carry the day. The Decepticons—and Starscream in particular—are eager to hunt down and destroy Jetfire for trying to intrude on the aerial domain they consider their territory. The brave Jetfire is willing to accept their challenge, as he will allow nothing to harm his fellow Autobots or his adopted home of Earth.



"AMONG THE MYSTERIES OF SCIENCE LIES THE KEY TO VICTORY."

WEAPONS/ABILITIES

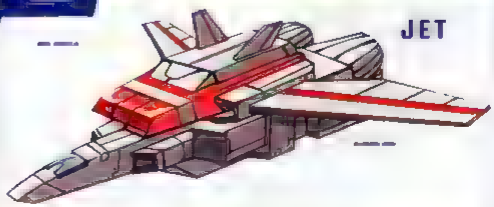
Subject is extremely intelligent, with extensive training in aerodynamics and weapons technology. He is one of the best flyers and pilots among the Autobots. In jet mode, can fly halfway around the world in 3.61 breems in the atmosphere. With his booster pack fully charged, Subject can reach escape velocity and travel between planets. He is armed with two dual particle cannon turrets and heat-seeking proton missiles in this mode. In robot mode, he's one of the few Autobots who can fly. He is armed with a double-barreled particle cannon in this mode.

WEAKNESSES

Reliance on high technology leaves Subject prone to the breakdown of his untested hardware.

ALTERNATE MODE//

JET



AUTOBOT

JOYRIDE

PRIMARY FUNCTION: WARRIOR

SUB GROUP:
POWERMASTER

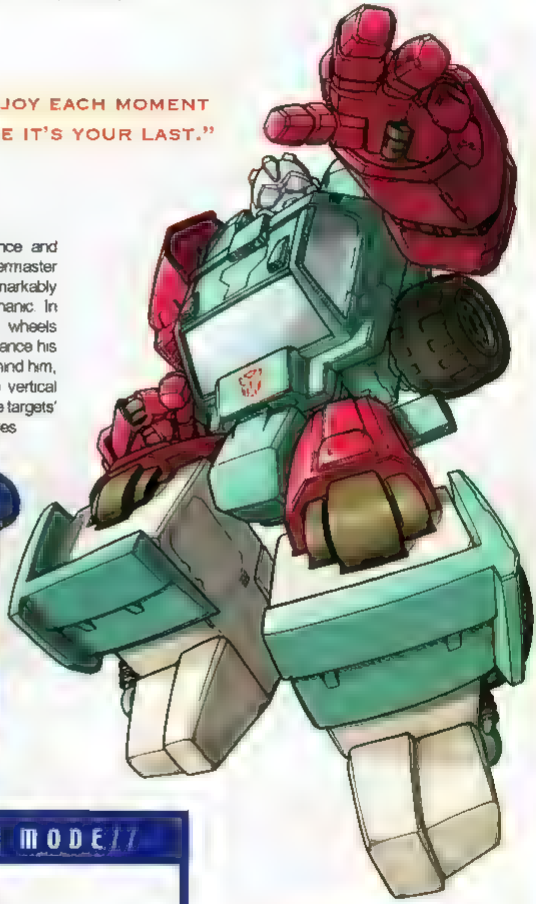
BIO

Joyride is a tireless thrill-seeker who's always pushing things further than he should, whether that applies to his own speed or the rules he should be following. He presents a constant thorn in the side of more conservative, serious Autobots, they're disturbed by his seeming lack of dedication to the Autobot cause. When he fights, he does it for fun, not out of a sense of outrage at Decepticon injustice. Some feel that Joyride will eventually mature, but others are concerned he just doesn't care enough to stop his reckless ways. Joyride's Nebulan [See Nebulan] partner, Hotwire, is a reformed car thief who's seen the error of his criminal ways and has become dedicated to the noble Autobot goals. Surprisingly, it's former criminal Hotwire who constantly teaches Joyride something about responsibility.

"ENJOY EACH MOMENT
LIKE IT'S YOUR LAST."

WEAPONS/ABILITIES

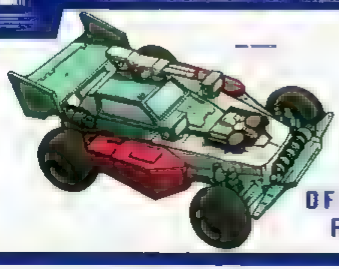
Subject possesses extremely high endurance and overall resistance to damage. With his Powermaster partner's help [See Powermasters], he is remarkably fuel-efficient. Partner is a highly skilled mechanic. In vehicle mode, Subject's titanium-reinforced wheels secrete a powerful blend of adhesives to enhance his maneuverability. With enough momentum behind him, he can even use them to drive straight up vertical surfaces. His solar-powered blaster can freeze targets' internal mechanisms, it's useable in both modes.





POWERMASTER:
HOTWIRE

ALTERNATE MODE//



OFF-ROAD
RACER

WEAKNESSES

Subject's recklessness leads to obvious danger, and his amoral leanings are worrisome to the other Autobots.

AUTOBOT

KICK-OFF

SUB GROUP:
ACTION MASTER

PRIMARY FUNCTION: SECURITY EXPERT

"DRAW COURAGE FROM DEFEAT AND YOU GAIN MORE THAN YOU LOSE."



BIO

Kick-Off learned about Decepticon security tactics and equipment from the inside. He spent the better part of a vorn locked away in the Polyhex grease pits, where abused Autobot prisoners were cruelly forced to battle one another to earn the right to survive. Kick-Off grimly honed his skills and mentally catalogued everything he could about the Decepticons' inner workings. He was finally freed, but not before he had been coerced into critically wounding his best friend in a gladiatorial match. Kick-Off knows he had no other choice, but he burns with guilt over what happened. His experiences have made him a hard-edged and cynical loner, but he hopes that the information he gained at the hands of the enemy is worth the Autobot fuel that was spilled.

TURBO-PACK



WEAPONS/ABILITIES

Subject is extremely strong. He is a skilled warrior and has intimate knowledge of Decepticon security measures. He has a transforming Turbo-Pack that allows him to fly at speeds up to 450 mph. It can also become an air-cooled flamethrower powered by converting solar energy into heat. Subject wields a heat beam rifle that can attach to the flamethrower to enhance its abilities.

WEAKNESSES

Subject's quest for vengeance against Decepticon jailers can interfere with his other priorities.

ALTERNATE MODE



FLAMETHROWER

DECEPTICON

KNOCKOUT

PRIMARY FUNCTION: BATTLEFIELD FORTIFICATION

[From the Datatracks of Hammer, Decepticon Constructor Squad Leader]

SUB GROUP:
MICROMASTER
COMBINER
CONSTRUCTOR
SQUAD

BIO

The other members of the squad always have to keep an optic sensor on Knockout. It's not that he's a troublemaker or a slacker. Knockout is one of the most enthusiastic and dedicated members of the group, and his eager demeanor motivates the others. The problem isn't Knockout's excitement, the difficulty is his reaction to it. When Knockout gets too exhilarated, it can cause a short circuit that makes him spontaneously pass out. No one is ever sure exactly when it will happen, so the team always stays on its feet where Knockout is concerned. If it happens while he is in his combined vehicle mode, partner Grit just grudgingly drags him along without incident...but if it occurs when Knockout's manning a gun emplacement, it's every 'Con for himself!

"DESIGN MAKES ME SO EXCITED, I COULD..."

WEAPONS/ABILITIES

Knockout's immensely strong, and he's a skilled designer and builder. He's also a rear-end Micromaster Combiner like myself (See Combiners), able to combine with partner Grit or any other front-end Combiner. We haven't been able to isolate the glitch that causes him to periodically lose consciousness in times of excitement. But believe me, we're trying.



ALTERNATE MODE

BACKHOE
TRUCK



WEAKNESSES

[Transcript of Constructor Squad Field Record]
EXCAVATOR: Who's firing? Who's firing?
HAMMER: Are we under attack? Take cover!
GRIT: Where's Knockout? Knockout, come in!
STONECRUNCHER: Ah! I'm hit! I'm hit!
KNOCKOUT: Bzzzzzzz!

DECEPTICON

SUB GROUP:
ACTION MASTER

KROK

PRIMARY FUNCTION: FOOT SOLDIER

BIO

Krok joined the Decepticon military after the war on Cybertron signaled the death knell for mainstream organized sports. For Krok, the end of sports meant the end of a vorns-long career playing mecha-soccer where he was known as one of the most violent players in an intense game. With nothing else for the aggressive sportsbot to do, Krok opted to turn his impressive physical abilities to warfare. Methodical and able to think quickly on his feet, Krok proved a valuable addition to the Decepticon army. Strangely, he doesn't enjoy his comrades' obsession with ultra-violent gladiatorial combat and wishes to revive the more traditional sports once the war ends. Gatoraider is a dedicated and supportive partner who enjoys finishing off any survivors of Krok's onslaught.



"THE ROAD TO CONQUEST IS BEST TRAVELED ONE STEP AT A TIME."

TARGETMASTER:
GATORAIDER

WEAPONS/ABILITIES

Subject is physically very strong all around, but his lower body is his most powerful asset. His immense leg strength allows him to leap great distances, run as fast as some vehicles, and even create mini-earthquakes with a single stomp of his foot. These mini-quakes sometimes measure as high as 7.0 on the Richter scale. His great endurance makes him practically tireless. Subject's hand-held concussion blaster is magnified by his Targetmaster partner [See Targetmasters], who combines with the sidearm to form a more powerful weapon. His sports captain background makes him an excellent field commander and reliable second-in-command.

WEAKNESSES

Subject exhibits no known physical weaknesses.

ALTERNATE MODE



CONCUSSION CANNON

KUP

PRIMARY FUNCTION: WARRIOR

BIO

Kup's got at least two stories for every single adventure he's had, and when you've been functioning as long as Kup, that adds up to a lot of stories. Although he's one of the oldest Autobots still functioning, Kup isn't ready for retirement from the front lines just yet. Most Autobots suspect he never will be, since that would rob him of his chance to lecture them about what to do in every situation. Although Kup is a fearless and eager warrior, it seems that his greatest pleasure comes from giving unsolicited advice to others based on his own long experience. He often pretends to be a lot more cynical than he really is, but he's the most loyal friend an Autobot could have. He sometimes complains about his old age and its effects on his body, though he's just as powerful and fit as ever.

"THE PAST IS THE GREATEST TEACHER."

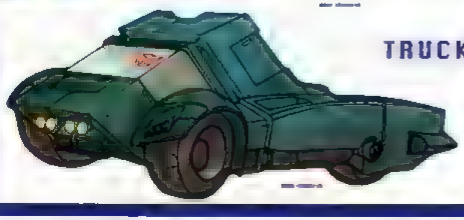


WEAPONS/ABILITIES

Subject is immensely strong and resistant to fatigue and damage. He possesses above-average intelligence and is a huge storehouse of historical facts and anecdotes. Subject is a good tactician and leader at the squad level. In vehicle mode, his top speed is 100 mph. In robot mode, he wields a musket-style rifle that launches bursts of hydrochloric acid.

ALTERNATE MODE

TRUCK



WEAKNESSES

Age has slowed Subject's speed considerably.

AUTOBOT

SUB GROUP:
TARGETMASTER

LANDFILL

PRIMARY FUNCTION: MATERIALS TRANSPORT

BIO

Landfill's always poking around in search of something exciting but he's completely oblivious to how dirty he becomes while doing it. He doesn't think twice about reaching into a pile of decaying refuse if he believes something interesting might be underneath. His slovenly attitude extends to his function, he rarely cleans himself after transporting materials, so he's got layer after layer of caked-on grime all over him. Landfill's always upbeat and outgoing, and he's deeply hurt that other Autobots shy away from shaking his hand or even talking to him. His Nebulan partners [See Nebulon] try to explain that Landfill needs to work on his hygiene in order to make friends but he just doesn't seem to get it.

"ADVENTURE IS FOUND IN UNLIKELY PLACES."



TARGETMASTER: SILENCER

TARGETMASTER: FLINTLOCK

WEAPONS/ABILITIES

Subject is incredibly strong and well armored. His Targetmaster partner [See Targetmasters] Silencer transforms into an utterly silent, recoilless proton rifle, and partner Flintlock becomes a heat-seeking stress pistol that causes metal fatigue. The two can also combine into a more powerful gun mode; whichever one acts as the barrel in that mode has their abilities powered-up by the other, acting as a booster.

WEAKNESSES

Subject's partners often avoid him unless they can coerce him into cleaning himself off. This leaves Subject unarmed in potentially dangerous situations. Autobots in general avoid working with the filthy Subject.

ALTERNATE MODE

DUMP TRUCK



AUTOBOT

LANDMINE

PRIMARY FUNCTION: ASTEROID MINER

SUB GROUP:
PRETENDER

PRETENDER SHELL//



"THE GREATEST TREASURES ARE FOUND IN THE DARKEST PLACES!"

BIO

Landmine craves adventure and sometimes even the epic Autobot/Decepticon conflict isn't enough for him. He's a true hero in the romantic sense. He wants to daringly rescue innocents from the clutches of nefarious villains and then ride off into the sunset or explore dark caverns for the long-lost artifacts of ancient civilizations. Although he's a dreamer who runs hot, he's still a hard-working and dedicated Autobot, well known for his perfectionism and desire to get things done right. He often functions as field commander of the loose-knit Pretender unit.

LANDMINE

CONTINUED

WEAPONS/ABILITIES

Subject is immensely strong and highly intelligent. He is a Pretender [See Pretenders] whose shell is composed of a high-density alloy impervious to most weapons. It is designed for deep space mining operations. Shell is armed with a large metal saber with a laser cutting edge and an astro blaster that fires incendiary explosives (also useable in robot and vehicle modes). Inner robot transforms into an all-terrain exploration vehicle with magnetic wheels that allow it to lock onto the asteroids he's mining. Subject possesses radiation, chemical, electromagnetic, thermal, and sonic sensors to aid in detecting valuable materials.



WEAKNESSES

Subject's dreams of adventure sometimes distract him from the work at hand.

ALTERNATE MODE



EXPLORATION VEHICLE

AUTOBOT

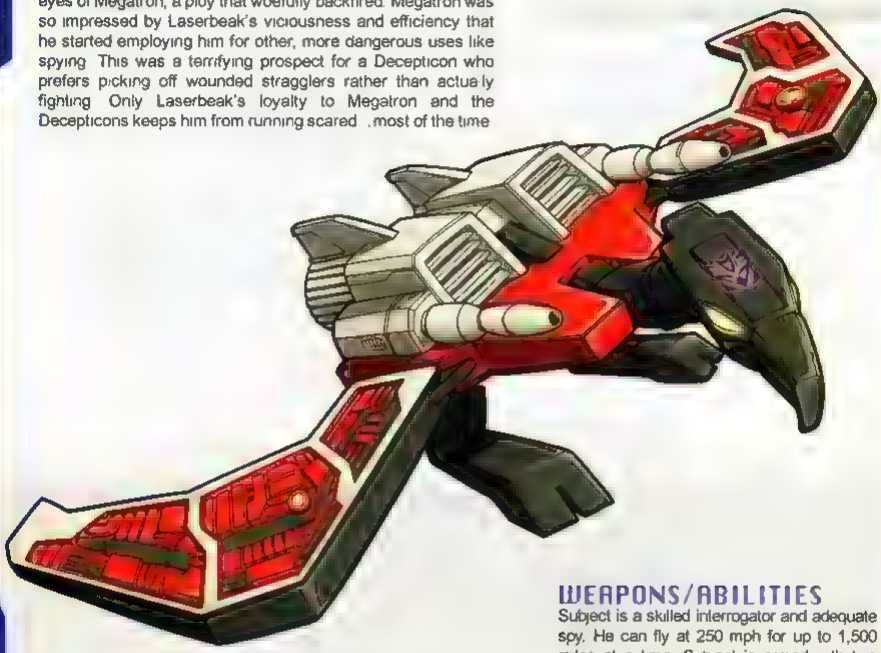
LASERBEAK

PRIMARY FUNCTION: INTERROGATION

BIO

For an undeniable coward like Laserbeak, interrogation is the ideal job. His enemies have already been beaten and restrained, so all he generally has to do is use his sadistic skills to wrest information out of the unfortunate captive. Laserbeak attempted to broker his skill at his function into favor in the eyes of Megatron, a ploy that woefully backfired. Megatron was so impressed by Laserbeak's viciousness and efficiency that he started employing him for other, more dangerous uses like spying. This was a terrifying prospect for a Decepticon who prefers picking off wounded stragglers rather than actually fighting. Only Laserbeak's loyalty to Megatron and the Decepticons keeps him from running scared ..most of the time

"THE ONLY POINT I LIKE IN AUTOBOTS: MELTING POINT."



WEAPONS/ABILITIES

Subject is a skilled interrogator and adequate spy. He can fly at 250 mph for up to 1,500 miles at a time. Subject is armed with two powerful ruby crystal-powered laser cannons. The cannons are independent and can each track different targets

ALTERNATE MODE



CASSETTE

WEAKNESSES

If threatened, Subject will retreat to safety, and most Autobots are aware of this. Shortage of the crystals that power his weapons can send Subject into a panic

AUTOBOT

SUB GROUP:
PRETENDER

LONGTOOTH

PRIMARY FUNCTION: UNDERSEA DEFENSE

PRETENDER SHELL//

"THE GREATEST TRUTHS LIE AT THE GREATEST DEPTHS."



BIO

Longtooth's primary role is to patrol the waters at great depths, guarding any installations, wildlife, or natural edifices that the Autobots think may be threatened by the Decepticons or other aggressors. Long, solitary periods of time spent in the underwater environment have made Longtooth very protective of the life forms there and have also managed to awaken a few personality quirks. He has an obsessive side to his personality that can be hard to shake once it has taken hold of him. In these cases, Longtooth becomes a single-minded, driven mechanoid—for good or ill.

LONGTOOTH

CONTINUED

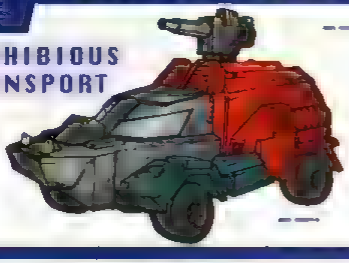


WEAPONS/ABILITIES

Subject is a Pretender [See Pretenders] whose shell is designed to withstand the pressures of long-term exposure to water pressure at great depths. The shell's webbed feet allow Subject to swim up to 30 knots, and the sharp tusks can shred through enemy armor. His electronically enhanced eye provides him with sonar, heat and light sensors as well as infrared targeting. Carries an ionic field-generating rifle that can sear through unprotected circuits and render them inoperative. In robot and vehicle mode, armed with a plasma cannon. Subject is very strong and resistant to damage.

ALTERNATE MODE//

AMPHIBIOUS TRANSPORT



WEAKNESSES

Obsessive tendencies can result in Subject getting wrapped up in personal quests that detract from his original mission.

AUTOBOT

SUB GROUP:
ACTION MASTER

MAINFRAME

PRIMARY FUNCTION: SYSTEMS ANALYST

BIO

Mainframe tolerates the combat aspect of being an Autobot freedom fighter simply because he has to. Physical battle holds no interest for him. He'd prefer to tackle programming code or entertain himself by calculating the ratio of the circumference of a circle to its diameter out to a centillion decimal places—again. More so than any other Transformer, Mainframe is more like a machine than a living being, even though he's not a bad bot by any means, he just doesn't know how to interact with others. His stuffy demeanor makes Perceptor look like a carefree party animal in comparison. Mainframe always feels removed from any social context, including the Autobot/Decepticon war, which he struggles to understand in rational terms. He's arrogant about his abilities and can be goaded into helping by a challenge to his intellectual skills. His partner, Push-Button, is miserable working with Mainframe. Push-Button is an action-oriented go-getter who just wants to scrap some Decepticons, instead, he's forced to spend his time on the monotonous task of debugging Mainframe's programs.

"A PROGRAM IS ONLY AS GOOD AS ITS PROGRAMMER."



TARGETMASTER:
PUSH-BUTTON

WEAPONS/ABILITIES

Subject is one of the most intelligent and mathematically inclined Transformers in existence. His skill in high-order programming is almost unmatched. His Targetmaster partner [See Targetmasters] transforms into a proton rifle. In this mode, he can combine with Subject's double-barreled proton gun to enhance its power.

WEAKNESSES

Subject is uncoordinated in combat and has only average strength and firepower.

DECEPTICON

MEGATRON

PRIMARY FUNCTION: LEADER

"PEACE THROUGH TYRANNY."



MEGATRON

CONTINUED

BIO

Many Autobots believe that the destructive nature of the mechanoids who became the Decepticons would've driven many of them to revolt even if someone hadn't organized them. That may be true, but only one being on Cybertron had the will and charisma to turn them into a fighting force so powerful that it quickly overran the entire world. That being was Megatron. Even before the war, Megatron was a well-known figure in Cybertronian culture, being a star in the increasingly popular sport of gladiatorial combat. Formerly a symbolic contest between Cybertron's city-states, the ascension of Megatron turned it into a violent, aggressive sport and re-ignited public interest. Arenas were packed both with Autobots and future Decepticons. Megatron finds it delightfully ironic that so many Autobots paid to see the brutal fueishes of his matches. "That's why we will win," he once chanted to a mass of cheering Decepticons at a rally, "because the Autobots want the same power we do but are too weak to admit it or take it." Megatron has always coldly expected the unadulterated adulation of others as a natural benefit of his existence; he does not appreciate it nor show any gratitude simply because he cannot fathom someone not accepting his superiority over them. He considers all beings his inferiors, merely tools that exist solely to recognize his glorious destiny as ruler. Megatron has always felt he was destined for great things, and he allows nothing to interfere with his vision of the future. His plans for conquest are grandiose and far-reaching, and he keeps his ultimate goals secret even from fellow Decepticons. Cybertron and Earth are only the stepping stones in Megatron's plan to control the entire universe and beyond.



PARTICLE BEAM CANNON

ALTERNATE MODES



PISTOL



ENHANCED PISTOL

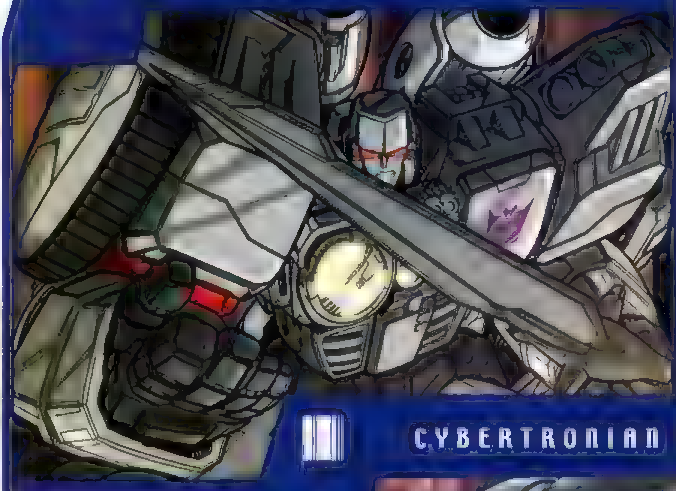
MEGATRON

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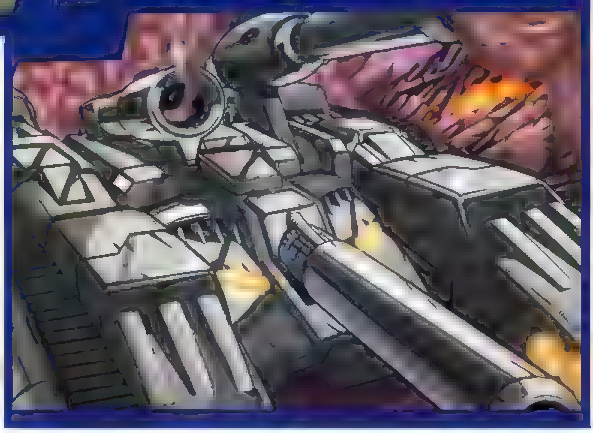
WEAPONS/ABILITIES

Subject is immensely powerful, intelligent, and resistant to physical damage and fatigue. He is an expert hand-to-hand combatant and one of the best military planners on Cybertron. His arm-mounted fusion cannon can fire a blast up to 12 miles with enough energy to decimate an Earth city block. In his gun mode, his destructive power is even more concentrated although his ammunition in this mode is extremely limited. One blast from him in gun mode can inflict critical damage on a Transformer. In robot mode, he can combine his fusion cannon with other extensions to form a particle beam cannon or slightly less powerful (but more accurate) telescopic laser. His most powerful asset is his ability to interdimensionally link to a black hole and use its anti-matter to fuel his cannon. The full extent of his destructive power when doing this has yet to be determined.

CYBERTRONIAN FORM//



CYBERTRONIAN TANK//



WEAKNESSES

Subject exhibits no known physical weaknesses but linking himself to a black hole is incredibly draining on his fuel reserves.


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TRANSFORMERS
MORE THAN MEETS THE EYE
4
MAY
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DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER
BATTLE SQUAD

MELTDOWN

PRIMARY FUNCTION: AERIAL COUNTERATTACK

BIO

Meltdown runs hot-all the time. He ignores Direct-Hit's orders in favor of his own battle plan, which is generally to rush at targets in an unthinking blind rage. This often interferes with Half-Track's ability to track and shoot down Autobot aircraft when the two are in their combined vehicle form. Meltdown's anger management problem does little to actually aid the Battle Squad in being more effective, but he's skilled at one-on-one combat; victims are rarely in one piece after Meltdown finishes working out frustrations on them.



"RAMMING SPEED IS THE ONLY WAY TO TRAVEL!"

WEAPONS/ABILITIES

Subject has great strength and resistance to damage, despite small size. He is a front-end Micromaster Combiner [See Combiners] who joins with Half-Track, but can also combine with any rear-end Combiner to form a new vehicle mode. His angled armor makes him less vulnerable to projectile attacks.

WEAKNESSES

Subject's rage hinders him in most circumstances. He sometimes pops cerebro-circuits from getting too angry, which requires intensive repairs.

ALTERNATE MODE//

ANTI-AIRCRAFT
HALF-TRACK



AUTOBOT

METROPLEX

PRIMARY FUNCTION: BATTLE STATION

"VIGILANCE IS THE FOUNDATION ON WHICH VICTORIES ARE BUILT."

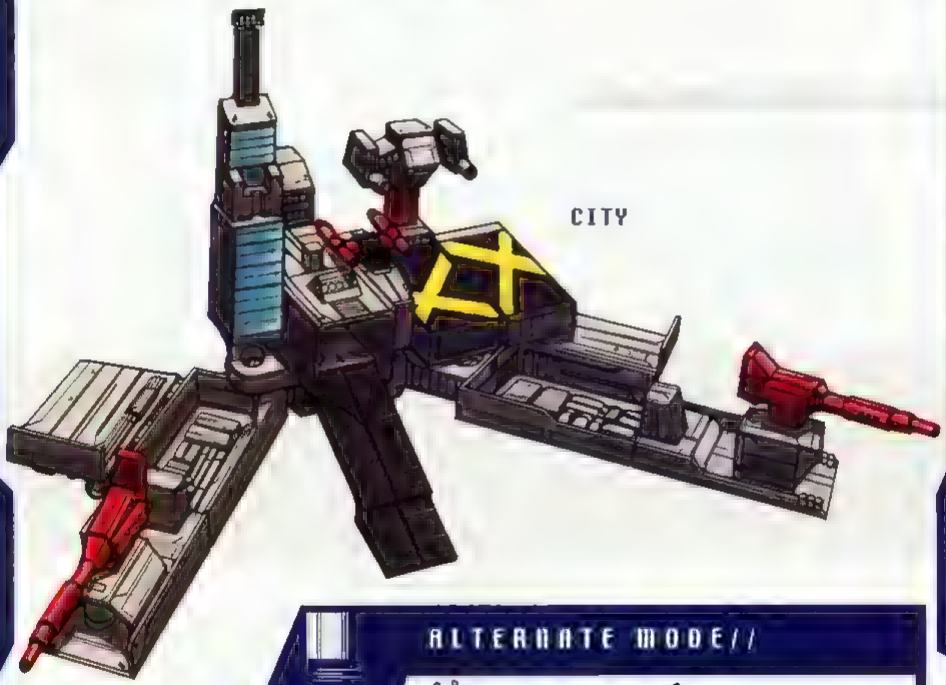


METROPLEX

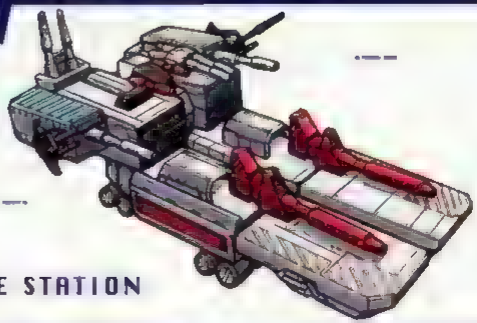
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BIO

Patience s one of the most valuable resources imaginable for someone of Metroplex's size and time has slowly painfully etched it into his very spark Everything takes time for Metroplex from transforming to simply walking which can be terribly frustrating for someone who wants to immediately help his friends in any given situation Everyone around him understands that Metroplex is incapable of acting faster and appreciates that when he does get called into action the results are invariably in the Autobots favor Metroplex doesn t see it that way He constantly reprimands himself for not acting faster or doing enough and he takes little credit for his staggering achievements This modesty is refreshing for a being of his power and abilities, but his fellow Autobots are greatly concerned that Metroplex is far too hard on himself They know that the versatile clever warrior is doing all he can which is far more than enough in his case One of Metroplex s autonomous partners Six-Gun is a belligerent show-off who helps maintain guard and maintain Metroplex s vast interior in city mode He is actually composed of Scamper an outgoing but rash Autobot who has been assigned to use his speed to patrol around Metroplex s perimeter The two are mentally linked to Metroplex to facilitate communication but have their own personalities and motivations Ultimately they are all united by their mutual dedication to maximizing Metroplex's (as well as their own) usefulness to the Autobot cause



ALTERNATE MODE//



BATTLE STATION

METROPLEX

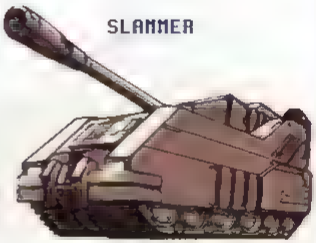
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WEAPONS/ABILITIES

Subject is one of the most massive and powerful Transformers ever created. While some Transformers can crack a mountainside, this Subject can easily lift one. His armor plating in any mode would require a small nuclear explosion to even scratch. In his city mode, Subject is fully equipped to handle all the needs of Transformer life. He has living quarters, repair bays, landing pads, communications equipment, laboratories, and more—even recreation areas for Autobots stationed within him. One of his many towers transforms into Slammer, a remote-controlled mortar cannon tank that Subject can control for a range of 40 miles. In all modes, Subject has access to a devastating arsenal of weaponry, including MASER (Microwave Amplification through Simulated Emission of Radiation) cannons, laser pulse rifles, machine guns, missile launchers, and more. Six-Gun is actually composed of many of Subject's defensive and offensive weapons, and can control those capabilities to help Subject focus on other functions. Scamper has a top speed of 150 mph and a range of 500 miles. He wields two electrostatic blasters in vehicle mode. In robot mode, he is armed with a particle beam pistol. Subject has an intermediate form that is essentially a slow-moving vehicle version of his city mode. This mode has the most direct access to all of his weaponry.



SIX-GUN



SLAMMER



SCAMPER



WEAKNESSES

Subject's transformation and movement are extremely slow. His giant bulk is terribly fuel-consumptive, especially when using all of his weapons batteries.

DECEPTICON

SUB GROUP:
HEADMASTER

MINDWIPE

PRIMARY FUNCTION: HYPNOTIST

BIO

Mindwipe is fascinated by the unseen. He wants to know what's going on in the shadows just beyond the boundaries of the average Transformer's limited range of perception, which has set Mindwipe on a perpetual quest for a deeper, supernatural meaning to life. Although he doesn't subscribe to a specific set of beliefs like some, Mindwipe is open to any and all mystic theories. He loves arcane lore and has studied ancient Cybertronian datatracks as well as the records of various alien worlds. In his quest for knowledge about the shadowy world beyond this one, Mindwipe has taken to setting up experiments and quasi-seances to contact the sparks of long-dead Decepticons. Thus far, he's only succeeded in intercepting random television transmissions. His partner, Vorath, is a Nebulan [See Nebulon] scientist who was kicked out for conducting atrocious experiments on live subjects. Vorath wants hard facts and proof, not mystic rhetoric. His cool skepticism causes tension between the two, although Vorath is becoming intrigued by some of the theories and information that Mindwipe has gathered.



"JUST ONE LOOK FROM ME AND YOU'VE LOST."

HEADMASTER: VORATH

WEAPONS/ABILITIES

Subject has great strength and has undergone the Headmaster [See Headmasters] process. His binary-bonded partner is an accomplished scientist, with a specialization in carbon-based physiology and neurobiology. Subject is well versed in a variety of mystical beliefs, religions, and cultural practices. In his bat mode, he has a hypnotic stare that is capable of temporarily giving Subject control over all but the strongest-willed Transformers. He has two high-frequency speakers that help disorient targets, making them more susceptible to his stare. They can also be used to transfer coded commands to those under his power at a range of 1 mile. In robot mode, Subject wields a viper pistol that shoots a toxic liquid that paralyzes a Transformer's neural cluster.

WEAKNESSES

Subject's wings in bat mode are vulnerable to artillery. He can become distracted or even frightened by his own superstitious beliefs, lowering his overall effectiveness.

ALTERNATE MODE



BAT

MINI-SPIES

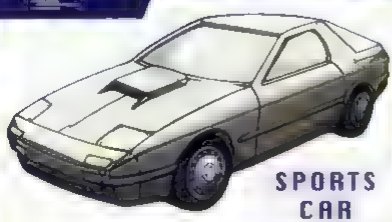
PRIMARY FUNCTION: VARIOUS

BIO

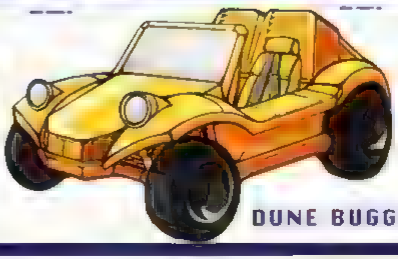
Among the denizens of Cybertron, many simply were not cut out to be warriors. Smaller than their brethren, these Transformers are often relegated to various support functions. Some stayed neutral, but many sided with either the Autobots or Decepticons. Their proliferation as spies during the war earned them the sometimes-derogatory moniker "Mini-spies" among the warring factions. Their small size and unassuming nature make them useful for espionage and surprise attacks. They often disguise their allegiance in these cases, blending into the crowd or waiting for the right moment to strike. Despite the instances of their involvement in direct combat, most of them serve administrative and medical functions, keeping Cybertron running while the more powerful Transformer warriors battle for dominance.



ALTERNATE MODES



SPORTS CAR



DUNE BUGGY

VARIOUS

MINI-SPIES

PRIMARY FUNCTION: VARIOUS



WEAPONS/ABILITIES

As a group, Subjects have a variety of skills and abilities. Their small size means that the vast majority of them are physically weak, although there are occasional exceptions to this



WEAKNESSES

In general, Subjects are extremely fragile. Battlefield damage that could be easily shrugged off by many Transformers is often fatal for them

ALTERNATE MODES



4X4

SPORTS CAR



MIRAGE

PRIMARY FUNCTION: SPY, COUNTER-INTELLIGENCE

[From the Persona Datatracks of Cliffjumper, Autobot Warrior]

BIO

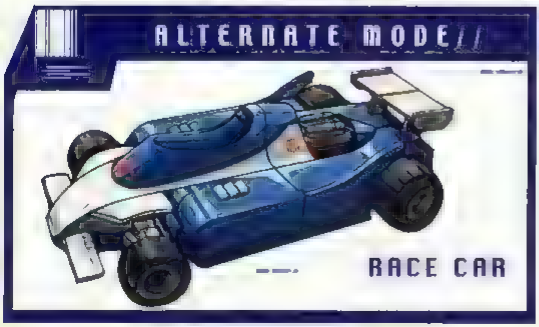
Where's Mirage been while we're fighting this war? Doing what he does best: hiding. That talent makes him our best spy, but one thing he doesn't hide very well is what he thinks of the rest of us. His stuck-up attitude around the rest of us "low class" Autobots isn't exactly a secret. When Mirage talks, it's always in that long-suffering "I-know-more-than-you-do" tone of someone who's constantly surrounded by inferiors. Mirage has made it clear that he's not convinced of our cause; he'd rather be back on Cybertron with the rest of his elitist friends, toasting it up in the upper class social circles he used to frequent. If the 'Cons offered him the chance to have his money and social status back, you don't think he'd take it? I honestly don't know. If he feels that way, why would he stick around? Not even Optimus knows. Mirage is so cold and quiet that sometimes it's hard to tell what he's thinking.

WEAPONS/ ABILITIES

What makes me even madder is that Mirage is one of the best hand-to-hand combat guys we've got, not to mention the sharpshooting skills he honed hunting rare game with his rich friends. Why is he so afraid to use his abilities to help us? He uses a rifle that shoots armor-piercing explosive darts in robot mode. His most useful gimmick is his shoulder-mounted electro-disruptor. It basically bends photons and other waves so that Mirage can make himself invisible, or even change his physical appearance. The effect can last for up to 72 breems before it starts really draining his Energon levels. In vehicle mode, Mirage is fast and has excellent driving control.

"WHO AND WHAT I AM I HIDE FROM THE ENEMY."





WEAKNESSES

You can't really trust a 'bot who isn't even sure of his own motivation. Optimus isn't positive he can keep convincing Mirage to stand with us. And if he isn't with us

DECEPTICON

SUB GROUP:
TARGETMASTER

MISFIRE

PRIMARY FUNCTION: INTERCEPTOR

BIO

Misfire's appearance on a battlefield sends everyone scattering for cover, even his fellow Decepticons. His inability to hit the targets he's aiming for is legendary, as are stories of the collateral carnage caused by his clumsy shooting sprees. He never managed to graduate from the military academy despite numerous enrollments; he only graduated on a technicality when an Autobot attack destroyed the school and wiped out all his records. Still, his persistence is admired by his commanders, who have come up with creative ways to use his abilities. They'll often order him to aim at the wrong target to ensure that the actual one might get hit. Misfire is blissfully unaware of this, and it hurts his self-esteem; after all, he is legitimately trying to improve his aim. He is currently hindered by the aptly named Aimless, his Nebulan [See Nebulon] Targetmaster partner. He was a construction engineer whose laziness, vices, and willingness to take bribes to bypass safety regulations resulted in shoddy and dangerous buildings that often collapsed. For the disgraced Aimless, joining the Decepticons was the last stop on a long trip to hitting rock bottom.



"KEEP SHOOTING; EVENTUALLY YOU'RE BOUND TO HIT SOMETHING."



TARGETMASTER:
AIMLESS

WEAPONS/ABILITIES

Subject is strong, intelligent, and nearly tireless. His Targetmaster partner [See Targetmasters] converts into a double-barreled ion particle blaster that can fire 4,000 rounds of charged energy per 12 breems. This weapon is useable in both of Subject's modes. Subject transforms into a jet fighter with a maximum speed of 1,200 mph, which he can maintain for 1,200 miles. He is extremely maneuverable and capable of complex aerobatics. He also has a radar system capable of spotting flying craft at a range of 700 miles. Although useable in robot mode, the effective range is halved.

WEAKNESSES

Subject's aim is atrocious, although he is trying desperately to improve. His partner's lack of ability and effort is not helping achieve that goal.

ALTERNATE MODE //

JET FIGHTER



AUTOBOT

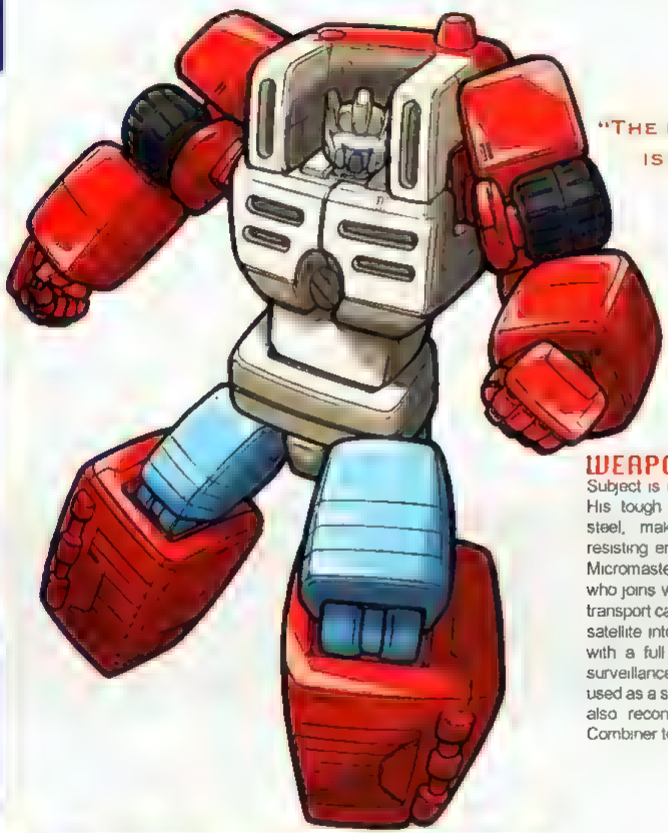
MISSILE MASTER

PRIMARY FUNCTION: SQUAD LEADER

SUB GROUP:
MICROMASTER
COMBINER
ASTRO SQUAD

BIO

Missile Master needs to be in control. If he isn't in charge of a situation, his circuits are sparking with a million ideas on how he could be handling things more efficiently. Although his inclination to be overbearing is frequently irritating, his colleagues usually just grin and bear it. Missile Master is a decent enough robot, and his skill and intelligence mean that he's fully qualified to be in command. Despite his strict nature, he's surprisingly happy to be partnered with Moonrock, who allows Missile Master to control their combined vehicle form. Missile Master prefers those who'll just follow his orders and leave the thinking to him. It's basically his will that keeps the Astro Squad so effective as a unit.



"THE PRICE OF FREEDOM IS ALWAYS HIGH!"

WEAPONS/ABILITIES

Subject is extremely strong and intelligent. His tough armor is coated with cyclonic steel, making it especially effective at resisting energy attacks. He is a rear-end Micromaster Combiner [See Combiners] who joins with his partner to form a missile transport capable of launching an automated satellite into orbit. The satellite is equipped with a full range of communications and surveillance equipment, and can even be used as a sub-orbital spy drone. Subject can also reconnect with any other front-end Combiner to form a new vehicle mode.



WEAKNESSES

Subject's ego is fragile. If someone's doing a better job than he is, he can become sullen and ineffective. His need to control a situation borders on an obsessive compulsion.

AUTOBOT

SUB GROUP:
MICROMASTER
COMBINER
ASTRO SQUAD

MOONROCK

PRIMARY FUNCTION: INTERSTELLAR DEFENSE

[From the Persona. Datatracks of Barrage. Autobot Interste ar Defense]

BIO

If Moonrock got any more laid-back he d be hor zonta The other members of the patro might think I m a litt e too action-oriented but at least I m not inaction-or ented! He spends most of h s t me n a daze as if he s in another world Sometimes I wonder if we could trust this space cadet to do his job if M ss le Master wasn t giving him constant direction It s k nda ironic that Moonrock is the front end of their combined form s nce he never does the dr ving He doesn t want the hassle he'd rather stare out of the shuttle windows as we re zooming through space and zone out th nking about "our place in the universe " Does anyone know what he's even talking about?



"THERE'S NO SPEED LIKE LIGHT SPEED!"

WEAPONS/ABILITIES

Moonrock transforms into the front end of a missile transport. Like the rest of us, he s a Micromaster Combiner [See Combiners] Supposedly, he has above-average intelligence, but it doesn't seem like he makes too much use of it He s fairly tough and strong, but he dis kes combat

ALTERNATE MODE//

MISSILE TRANSPORT



WEAKNESSES

As long as Missile Master's giving the orders there s not much of a problem. Without that though, I worry that he'd be a liability

DECEPTICON

MOTORHEAD

PRIMARY FUNCTION: MOBILE ASSAULT

[Team Assessment Datatracks Barricade Patrol Commander]

SUB GROUP:
MICROMASTER
RACE TRACK
PATROL

BIO

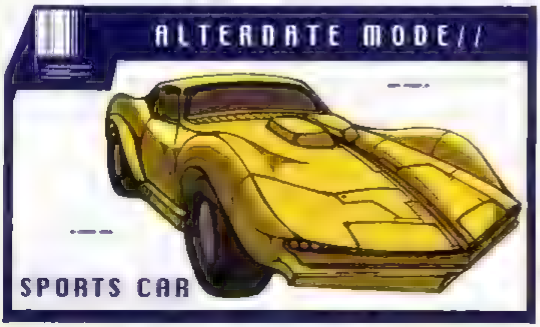
Motorhead could be a winner, if he didn't get sidetracked with worrying about what I think of him. When I chew the team out after a race or a battle, the other 'Cons get that I'm doing it for their own good and get over it. Motorhead doesn't. He's still too soft. He'll keep attempting to make it up to me instead of focusing on improving on the battlefield. He keeps trying, but effort is only part of being a winner. He needs to know it in his spark and not worry about anything except victory. I know he can do it, but it's going to take a lot more yelling from me before he pulls his head out of his tailpipe and gets on track.

"BURNING RUBBER SMELLS LIKE VICTORY!"



WEAPONS/ABILITIES

Motorhead's got above-average strength and excellent speed. He might be the second-fastest member of the patrol. His turbo-powered engine can go past Mach 1 without much strain, and he'd be the best driver if he just honed his skills.



WEAKNESSES

Motorhead focuses too much on whether I'm noticing how good he's doing in battle or a race, instead of paying attention to business.

AUTOBOT

MUDSLINGER

SUB GROUP:
MICROMASTER
OFF ROAD PATROL

PRIMARY FUNCTION: COVERT ACTIVITIES

[From the Datatracks of Powertrain, Autobot Patrol Leader]

BIO

Mudslinger's a little too heavy-handed to truly be suited for covert operations. He's always eager to prove his toughness, which sometimes compromises the team's missions. Highjump is particularly annoyed by Mudslinger's unprofessional attitude in these circumstances, and often complains to me about it. Confronting him only makes Mudslinger's defensive behavior even worse. Instead of taking to heart his teammates' good-natured advice, he thinks it's a personal attack and just steps up his macho and aggressive antics. It's a shame because he's a perfectly good trooper when he's not trying to win his personal "king of the hill" battle.

"NO ROAD IS TOO ROUGH.
NO FOE IS TOO TOUGH."



WEAPONS/ABILITIES

Mudslinger's got above-average strength. His main covert ops specialty is camouflage. Ironically, he's really good at it. In vehicle mode, Mudslinger can traverse most uneven and treacherous terrain with ease.

WEAKNESSES

He's not as tough as he'd like to think, which makes it even worse for all of us when he reveals our position to enemy forces. Mudslinger's vehicle mode is extremely slow.

ALTERNATE MODE



PICKUP TRUCK

DECEPTICON

NEEDLENOSE

SUB GROUP:
TARGETMASTER

PRIMARY FUNCTION: AERIAL WARRIOR

BIO

Needlenose looks down on anyone who isn't as cool as he is which, he reasons, is just about everyone else in the galaxy. He always knows the right thing to say in a situation—the less the better—whether it's an insult, joke, or tactical suggestion. Needlenose exudes an aloof air about the fact that others want to be around him, always giving them the impression that he couldn't care less if they liked him or not. He was quite a celebrity on Cybertron before the war, but the Autobot government wanted the media to focus more on social concerns than Needlenose's superficial escapades. The bitter Needlenose retaliated by joining the Decepticons when they amassed their army. He's fascinated by what's popular in all cultures, making him the Decepticon equivalent of Jazz. Needlenose is surprisingly capable of fitting in and appearing at ease, even when it seems impossible—like among humans or Nebulans [See Nebulon]. He's partnered with Zigzag, a failed hovercraft repairman who's now a failed warrior, and Sunbeam, an arrogant and amoral beach bum. Needlenose and Sunbeam often gang up on the hapless Zigzag for fun.

"GET HIP OR GET HIT!"



TARGETMASTER: SUNBEAM



TARGETMASTER: ZIGZAG



WEAPONS/ABILITIES

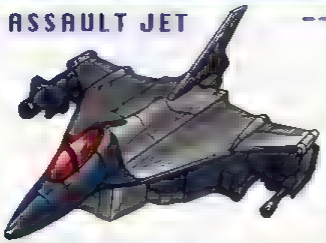
Subject has above-average strength, speed, and tactical skill as a warrior. In jet mode, he can travel at 2,400 mph for a distance of 4,000 miles. Subject is a Targetmaster [See Targetmasters] who is binary-bonded to Zigzag and Sunbeam. Zigzag transforms into a double-barreled electrostatic overloader rifle that can fry a target's circuits, and Sunbeam becomes a solar-powered light burst discharger that can fry optic sensors. The two can also combine, the power level of whichever one forms the barrel is amplified by the other in this mode.

WEAKNESSES

Sunbeam's power is diminished without sunlight, and Zigzag is slightly inaccurate.

ALTERNATE MODE//

ASSAULT JET



AUTOBOT

SUB GROUP:
MICROMASTER
CONSTRUCTION
PATROL

NEUTRO

PRIMARY FUNCTION: GROUND REINFORCEMENTS

BIO

Neutro takes his job in stride. He understands that most of his team's constructions will be destroyed in the course of battle, and he accepts that. He's resigned himself to simply putting all his effort into making his work the best it can possibly be, however long it may stand. The other team members are constantly impressed by his dedication and centered attitude. Neutro is by far the most efficient and hardworking member of the unit. His legendary creativity helps him rebuild fortifications up to military specs using just random junk that others thought was useless. Secretly, he works on mental plans for his masterpiece, but he refuses to reveal it or work on it until after the war is over. Until then, it remains alive in his mind for as long as he still functions.

"BUILD IT UP BEFORE THEY KNOCK IT DOWN."



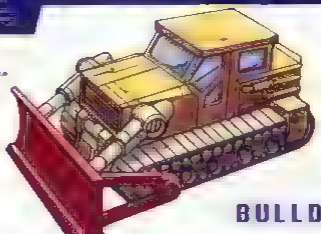
WEAPONS/ABILITIES

Subject is immensely strong. He is a skilled construction engineer with an innate knack for quickly doing things right. Subject's shovel contains sensors that analyze the composition of materials to determine their suitability for construction. In robot mode, he wields shoulder-mounted machine guns.

WEAKNESSES

Subject is sometimes too accepting of negative situations, which keeps him from looking for a solution to them.

ALTERNATE MODE



BULLDOZER

AUTOBOT

NIGHTBEAT

SUB GROUP:
HEADMASTER

PRIMARY FUNCTION: DETECTIVE

BIO

Nightbeat isn't happy unless he's neck-deep in an intensive investigation, trying to uncover clues or sordid details about some dark mystery. Comfortable in the bustling city center of an alien world or the darkest alley of Cybertron's slums, he only truly comes alive when he has to overcome obstacles and think his way out of a problem. His unusual leaps of logic are poorly understood by his fellow Autobots, but they are always impressed by the amazing results of his work. Those results come most easily when Nightbeat works alone; other Autobots only tend to slow him down, although he often finds himself partnered with Hosehead and Siren. The cool-headed Nightbeat avoids complaining about his partners' deficiencies, instead he just works even harder to make up for their lacking abilities. One partner that actually helps Nightbeat is Muzzle. Muzzle was a sharp-eyed private investigator on Nebulon [See Nebulon] whose career was wrecked by scandal. He took the opportunity to join the Autobots as a way to reclaim control of his life, leading to his smooth partnership with Nightbeat.

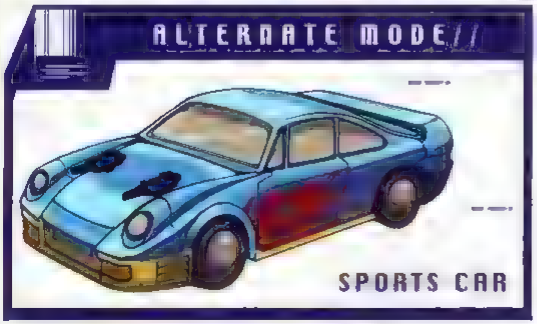
"TRUTH IS REVEALED IN THE SMALLEST DETAIL."



HEADMASTER: MUZZLE

WEAPONS/ABILITIES

Subject is a keen investigator whose eye for detail and nuance is almost unmatched among Transformers. His irregular logic invariably leads him to the solution of a puzzle, and his quick thinking makes him a skilled warrior. Subject has undergone the Headmaster process [See Headmasters] and is binary-bonded to Muzzle, whose investigative abilities enhance Subject's own. In vehicle mode, top speed is 620 mph, with a range of 1,500 miles. He is armed with two laser blasters and a plasma rifle in this mode; the plasma rifle is also useable in robot mode.



WEAKNESSES

Subject is overconfident about his abilities, sometimes putting him in over his head. His tendency to work alone often deprives him of backup that could save him unnecessary damage in combat.

DECEPTICON

SUB GROUP:
MICROMASTER
AIR STRIKE PATROL

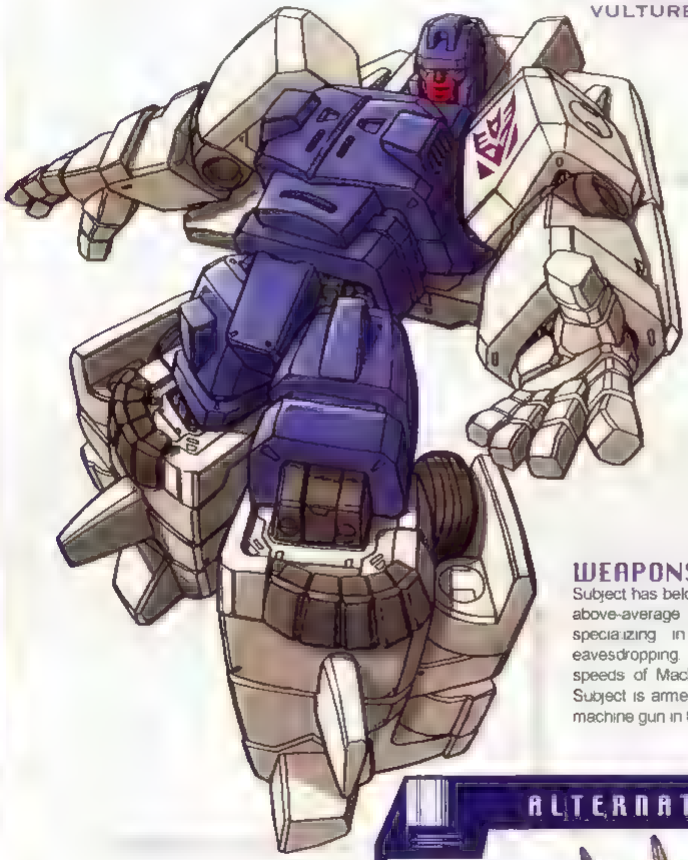
NIGHTFLIGHT

PRIMARY FUNCTION: ESPIONAGE

BIO

Nightflight scavenges for secrets the way some creatures scavenge for food. He'll fly to the mission site and then wait in the darkness, picking up scraps of conversation or physically taking important items or files that are carelessly left unguarded. His passive methods require patience, but the results are always impressive. He acts similarly in combat, waiting for just the right moment to strike a distracted or weakened target. The other members of the patrol sometimes mock his style as cowardly, which irritates Nightflight greatly. He soothes his ego with the thought that his abilities won't go unnoticed, leading him to eventually wrest command of the patrol from Whisper.

"I PREY LIKE A VULTURE IN THE NIGHT."



WEAPONS/ABILITIES

Subject has below-average strength but has above-average skill in espionage tactics, specializing in standard and electronic eavesdropping. In jet mode, he can reach speeds of Mach 2 for about 1,200 miles. Subject is armed with a nosecone-mounted machine gun in this mode.

WEAKNESSES

Subject's weakness makes him vulnerable when not in the air.

ALTERNATE MODE



FIGHTER JET

OCTANE

PRIMARY FUNCTION: FUELER

SUB GROUP:
TRIPLE CHANGER

BIO

Octane wants and needs to feel important and he makes sure everyone grants his desire. If that means he has to withhold a fellow Decepticon's Energon ration until they are faced with the choice between agreeing that Octane is all-powerful, intelligent, and brave or going into a painful shutdown—then that's what Octane will do. Octane's doubts about himself make him a cruel bully who finds humor in the suffering of others. he'll ram vehicles off the road or force planes to crash when he's in the air. More even-minded Decepticons are disgusted by the pointless cruelty of some of Octane's actions, but they know Octane's too valuable to risk losing.

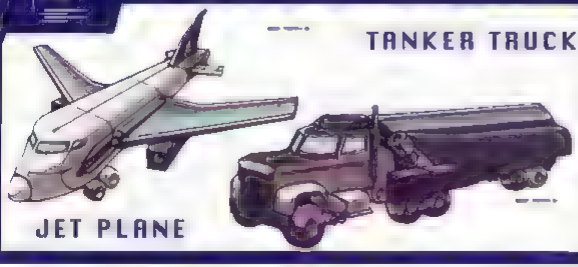


"HE WHO HAS FUEL HAS POWER."

WEAPONS/ABILITIES

Subject is a Triple Changer, able to transform between modes twice as fast as the average Transformer. In his jet mode, he can reach a maximum speed of 750 mph for 7,000 miles. As a truck, he can travel at 90 mph for up to 65,000 miles. Although naturally lacking in endurance, his fuel reserves make up for this deficiency. He can carry vast amounts of fuel, and has siphons and internal mechanisms that can convert other forms of energy into Energon useable by Transformers. As a robot, he carries a liquid flamethrower powered by his fuel reserves. He defends himself with a polarized deflecto-shield that reflects artillery and energy assaults back at the attacker. Although his parts shift and expand during transformation, he is heavily armored to protect his cargo.

ALTERNATE MODES



WEAKNESSES

Subject is a coward. He is maniacally afraid of taking severe damage in combat, with good reason: an explosion powerful enough to pierce his armor and reach the fuel he carries could set off a chain reaction resulting in his destruction. The tanker is particularly vulnerable to hits from below. His alternate modes, designed primarily for transport, have no offensive capabilities.

DECEPTICON

SUB GROUP:
PRETENDER

OCTOPUNCH

PRIMARY FUNCTION: SALVAGE

PRETENDER SHELL//

"ANYTHING THAT CAN SINK IS WORTH SINKING."



BIO

Octopunch lumbers along at the bottom of the ocean in a deliberate, deceptively passive fashion that might seem serene to an observer. Anything that crosses his path, however, sees the side of him that has terrified sailors on a dozen worlds. Octopunch is ferocious and merciless, punching a hole in an armored submarine as quickly and carelessly as an aquatic creature. He's been known to amuse himself by sinking passenger liners, watching calmly as the innocent beings frantically drown, or pushing icebergs into the path of cruise ships. These thoughts of chaos entertain him while he skims the ocean floor for salvageable items. Along with Stranglehold, Octopunch helps spearhead an elite attack unit under the command of Bludgeon.

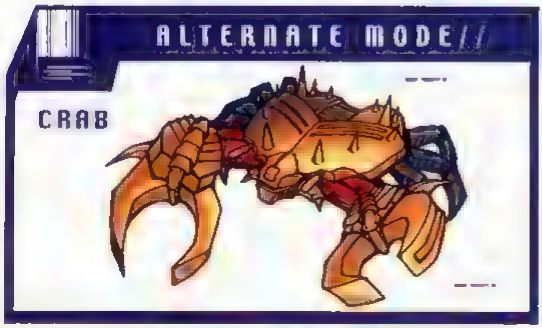
OCTOPUNCH

CONTINUED

WEAPONS/ABILITIES

Subject is a Pretender [See Pretenders] whose outer shell is adapted to high-pressure underwater operations. Already powerful, its strength increases tenfold underwater. He has full and dexterous control over the tentacles on both arms, which can stick to most surfaces. In this mode, he wields a harpoon gun that fires electrically charged razor-sharp projectiles that short-circuit targets on contact. He also wields a trident that can fire energy blasts. In crab mode, he has numerous scanners, including sonar and radar, as well as depth gauges. In this and robot mode, he uses an acetylene torch gun. Subject is extremely strong and resistant to damage in all modes.





WEAKNESSES

Subject's outer shell is slightly weaker when on land and much slower. Subject is extremely overconfident.

AUTOBOT

SUB GROUP:
MICROMASTER COMBINER METRO SQUAD

OILER

PRIMARY FUNCTION: SQUAD LEADER

BIO

Oiler doesn't believe in wasting energy—to the point where he'll under-fuel himself in order to preserve it. He likes to think this puts him in control, but it often just leaves him weakened in dangerous situations. His comrades in the squad don't suspect their leader's problem, nor would they have any reason to. Oiler is a dedicated, compassionate robot. They assume that his bouts of fatigue are just the natural result of his ceaseless efforts to protect innocents and selflessly uphold the Autobot code at all costs. Although Oiler likes to rationalize his actions to himself, he still goes out of his way to hide his compulsion from his soldiers.

"WHOEVER CONTROLS ENERGY CONTROLS DESTINY."



WEAPONS/ABILITIES

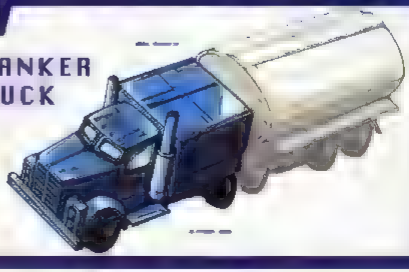
Subject is very strong and has slightly above-average intelligence. He is a front-end Micromaster Combiner (See Combiners) who joins with Slide to form a tanker truck. He can also reconnect with any other rear-end Combiner to form a new vehicle form.

WEAKNESSES

Subject often operates at far below peak efficiency due to his infrequent refueling. His actions are starting to take a long-term toll on his functions.

ALTERNATE MODE

OIL TANKER TRUCK



AUTOBOT

OMEGA SUPREME

PRIMARY FUNCTION: DEFENSE BASE

"UNYIELDING RESOLVE HAS NO CONQUEROR."

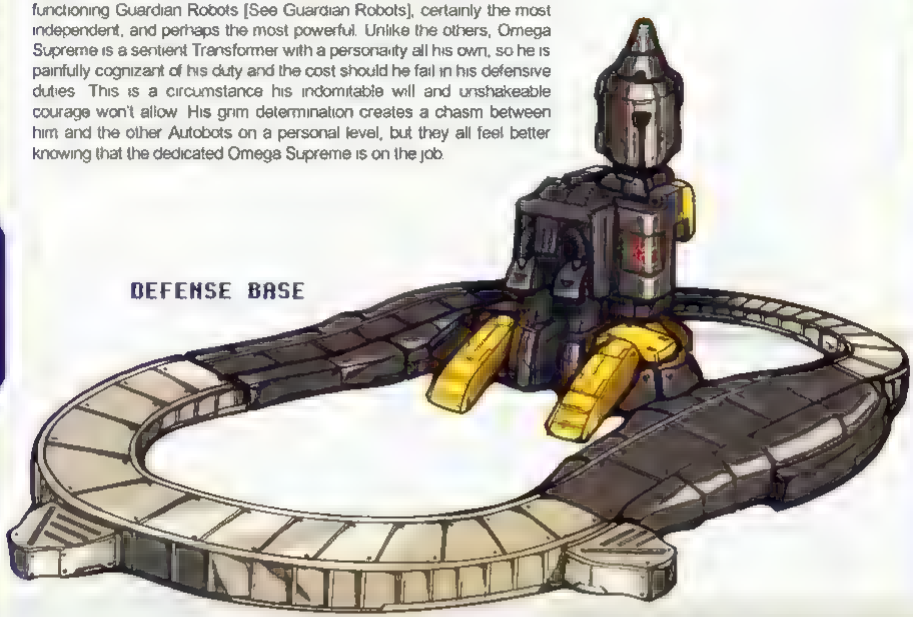


OMEGA SUPREME

CONTINUED

BIO

Omega Supreme is the last line of Autobot defense, a thought that weighs heavily on him. Every time he is called to action, he wonders if it is because there is no one else left alive to do it. He is the last of the fully functioning Guardian Robots [See Guardian Robots], certainly the most independent, and perhaps the most powerful. Unlike the others, Omega Supreme is a sentient Transformer with a personality all his own, so he is painfully cognizant of his duty and the cost should he fail in his defensive duties. This is a circumstance his indomitable will and unshakeable courage won't allow. His grim determination creates a chasm between him and the other Autobots on a personal level, but they all feel better knowing that the dedicated Omega Supreme is on the job.



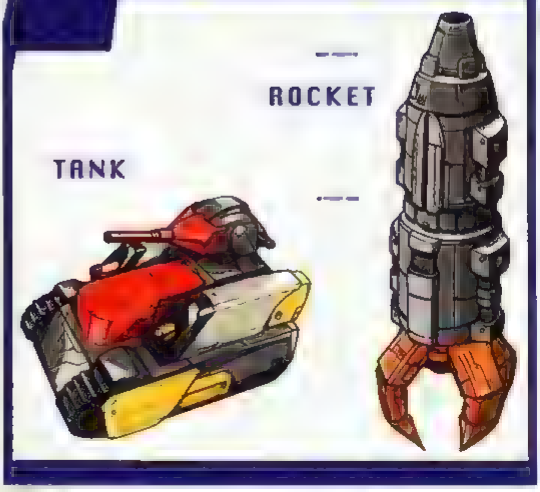
WEAPONS/ABILITIES

Subject possesses fantastic strength and firepower. A single hit from his limbs can crumble a mountainside, and a blast from his arm-mounted cannon can turn a 12-foot steel cube into molten slag. He can convert into a defense base with two components: a tank and an interplanetary rocket. The laser turret on the tank (also useable in Subject's robot mode) is capable of hitting an object less than a square foot in diameter at a distance of 50 miles. The rocket is capable of interplanetary flight and can contain all of Subject's other components, allowing him to travel in his entirety if needed. It can also transport a limited amount of passengers and equipment and has a communications array. Subject's armor is impervious to most damage short of low-yield nuclear explosions.

WEAKNESSES

Subject is slow and not particularly creative.
His large size makes him a visible target.

ALTERNATE MODES//



AUTOBOT

OPTIMUS PRIME

PRIMARY FUNCTION: COMMANDER

"FREEDOM IS THE RIGHT
OF ALL SENTIENT BEINGS."



OPTIMUS PRIME

CONTINUED

BIO

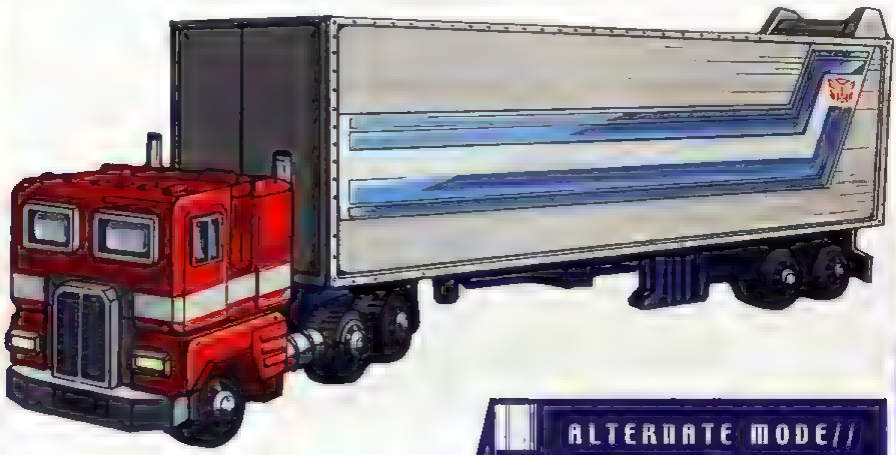
[From the Personal Datatracks of Ironhide, Autobot Security]

I'd lay down my life for Optimus Prime, no question. Sure, I got plenty of buddies in the Autobot army that I'd do anything for, but no one more so than Optimus. With Prime, you never gotta worry if he's thinking somethin' about you that he ain't sayin'. He's as honest and well-kind as they come, but more than that, he's a loyal friend who's absolutely dedicated to what he believes in. An' that's what counts. You know Optimus ain't gonna leave you behind, and when he's on the job you can just feel in your circuits that he'll handle things no matter how grim it looks because you know he can. He's got all the capabilities you'd want in a military commander: he's fearless, intelligent, compassionate, and powerful. But what I respect most about him is that he wasn't always this way. I've seen him change and grow from a timid, unsure archivist who just happened to be put in charge to a wise, confident leader. I think that's why every Autobot gladly follow Prime's lead without him even having to ask. He understands what it's like to be in their shoes—confused, scared, clueless, and just trying to do what's right—so he'd never ask something of them that he wouldn't willingly do himself.

WEAPONS/ABILITIES

Optimus is the toughest and most intelligent Autobot leader I've ever seen. He's tapped into his exceptional natural leadership skills, which is probably why he was the Autobot chosen to carry the Matrix of Leadership. He's one of the best soldiers and hand-to-hand fighters there is. His trailer can convert into a field command station, complete with a dual missile-launcher, communications stations, and a repair bay. He's also got a remote-control reconnaissance module called Roller that he can control from a distance of 1,200 miles away. In robot mode, he's armed with a powerful laser cannon rifle that'd give Megatron's fusion cannon a run for its Energon.

TRACTOR-TRAILER





ROLLER

WEAKNESSES

Physically, there ain't nothin' that's holdin' Prime back. Emotionally, though... well, Prime's spark is in the right place, but sometimes that compassion can make him vulnerable to someone more ruthless, like Megatron. Of course, if he didn't care so much about innocent life, he wouldn't be Optimus Prime. He also feels pain if either of his components are damaged.

ALTERNATE MODE//



BATTLE STATION

OUTBACK

PRIMARY FUNCTION: GUNNER

BIO

Outback looks at rules the same way he looks at paved roads. If he can find a better and faster way, he'd just as soon go around them. This attitude makes Outback a belligerent and insubordinate soldier. He's so convinced of his own abilities as a warrior that he doesn't put stock into any orders he's given by his frustrated commanding officers. His quiet, rough demeanor has earned him few friends, so no one's gotten close enough to understand the reason for his defiance. Outback is convinced he's going to end up a fatality of the Autobot-Decepticon conflict, so he refuses to waste time while he's still functional. The fearless Transformer has put his total commitment toward the Autobot cause, but he follows it in his own way.

"RULES ARE DETOURS ON THE ROAD OF LIFE."



WEAPONS/ ABILITIES

Subject has below-average strength and only average ability as a warrior. In vehicle mode, he can travel at 110 mph for approximately 800 miles. His 4-wheel drive capabilities and suspension allow him to travel over seriously uneven terrain and climb steep grades with relative ease. He has a mortar cannon turret in this mode that shoots armor-piercing shells with a range of 3 miles. He uses this cannon as his rifle in robot mode. His armor is extremely resilient to artillery fire.



WEAKNESSES

Subject's defiance often leaves him alone and outnumbered in combat situations. His tendency to take unorthodox travel routes can result in mechanical damage to his drive train and tires.

AUTOBOT

SUB GROUP:
OMNIBOT

OVERDRIVE

PRIMARY FUNCTION: STRATEGIST

BIO

Slow pokes is how Overdrive describes his competition both physically and mentally. His impressive speed as a vehicle and impeccable fast thinking as a strategist have given him a superiority complex that's hard to overcome. Being Overdrive's friend means putting up with his constant comparisons in which Overdrive always paints himself as the superior candidate. Even his more lighthearted comments carry the hint of egotism and thinly veiled contempt for those around him including his friends. Other Autobots hope he gets his ego complex under control before he totally alienates his allies and realizes that he can't succeed without them. As it is, all Overdrive seems to care about is winning as fast as he can.



"IT'S ALWAYS BETTER TO THINK FAST RATHER THAN LAST."

WEAPONS/ABILITIES

Subject is incredibly strong, well-armored, and intelligent. He is a skilled strategist, and his lightning-fast cognitive abilities help make him an excellent battlefield tactician. In vehicle mode, he has great speed. He can also deploy a hood-mounted dual laser cannon (also useable in robot mode) and wings that allow him limited flight capabilities. In robot mode he also wields a double-barreled electroshock blaster and an armor-piercing rocket launcher.

WEAKNESSES

Subject's speed and strength keep him from having any serious physical weaknesses, but his tendency to jump to a conclusion too fast in battle can impede his tactical efficiency and endanger him and the troops he's advising.

ALTERNATE MODE//

SPORTS CAR



AUTOBOT

OVERFLOW

PRIMARY FUNCTION: REGIONAL GROUND AIR DEFENSE

SUB GROUP:
MICROMASTER
COMBINER

BIO

Life is all about restraint for Overflow. He's cautious, well mannered, and meticulous in everything he does. Unfortunately, Overflow's partner, Full Barrel, is the opposite of all these things. Instead of focusing on his duties as carefully as he'd like, Overflow must constantly monitor Full Barrel's behavior to make sure he isn't rushing off to do something foolish or otherwise using up all his energy. This can be exasperating for the calm Overflow, who must always play the role of damper for the boisterous Full-Barrel.

"WITHOUT CAUTION AND REASON THERE CAN BE NO VICTORY."



WEAPONS/ABILITIES

Subject has immense physical strength and above-average speed. He is a rear-end Micromaster Combiner [See Combiners] joining with partner Full-Barrel to form a tractor-trailer. He can also join with any other front-end Combiner to form a new vehicle form. Subject is half of the command team for the Battlefield Headquarters, a Transformer-scale truck transport that can split into two space fighters. Each one is armed with laser cannons and wing-mounted rocket launchers, and has a cybernetic computer control system that makes it easy for one Transformer to control all of the vehicle's maneuvers, energy variations, and weapons. The two shuttles can merge to form a sub-orbital space station.



WEAKNESSES

Subject is often distracted from his job duties by his partner's antics.

OVERKILL

PRIMARY FUNCTION: WARRIOR

BIO

Overkill has more teeth than brains. He's a loudmouth who overdoes everything, from simple conversation to battle. His tiresome and uninspiring verbal tirades have been known to last so long that other Decepticons had to refuel in the middle just to make it all the way through. Overkill talks a much better fight than he can actually deliver, but he is still a frightening opponent for an unprepared target. He uses his recording abilities to tape his own monologues, which he sometimes plays simultaneously with his live rants to "maximize" their effect.



"TOO MUCH DESTRUCTION IS NEVER ENOUGH."

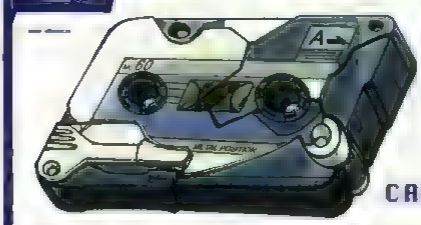
WEAPONS/ABILITIES

Subject has great strength and razor-sharp titanium fangs that can tear through most armor. He has two braces of motion missiles that can home in on the movement of any object larger than a gasket. In cassette mode, he can record 43 380 breems of data.

WEAKNESSES

A glitch sometimes locks Subject into his cassette size even when he transforms, leaving him extremely vulnerable.

ALTERNATE MODE



CASSETTE

AUTOBOT

OVERLOAD

PRIMARY FUNCTION: TROOP TRANSPORT

SUB GROUP:
MICROMASTER

BIO

Overload believes that only by understanding his foes can he ever truly defeat them. This means that he'll take any chance he can get to escape from his current function of troop transport to join his Autobot comrades on the battlefield, observing the Decepticons up close. It was this unhealthy obsession with the Decepticons that caused Overload to lose his more prestigious position as a battlefield tactician. His superiors were becoming increasingly concerned by his interest in the Decepticons and noticed that it was starting to affect his personality negatively. So they reassigned him to transport, hoping that it would give the brilliant and bold tactician a chance to get in touch with himself again. Unfortunately, Overload is still more concerned with getting in touch with how the Decepticons think.

"KNOW YOUR ENEMY AND HE'S YOURS."

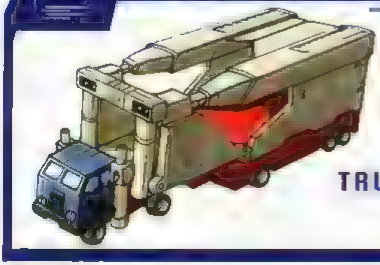


FIGHTER JET

WEAPONS/ABILITIES

Subject possesses only average strength but great intelligence. He is a skilled tactician. His trailer can transport a large amount of troops or equipment, and also transforms into a fighter jet capable of reaching just beyond Mach 2 in speed. The jet is armed with double-barreled machine gun turrets on its wings, with a laser-guided targeting system. The jet can also adapt to aquatic environments, where it acts as a hydrofoil.

ALTERNATE MODE//



TRUCK CAB

WEAKNESSES

Subject breaks away from his assigned duties to join battle, often leaving the Autobots without supplies. His focus on assimilating the enemy's mentality is slowly degrading his mental processes.

AUTOBOT

SUB GROUP:
TRIGGERBOT

OVERRIDE

PRIMARY FUNCTION: SCOUT

BIO

Those who have met Override would never guess that he functions primarily as a scout. Most scouts are laconic, introspective sorts who surreptitiously gather information to return to base. Not Override. He lives his life as loudly as possible, and he's not ashamed to let everyone know about it—including Decepticons. He roars into enemy camps with his gun firing, picking up his reconnaissance information on the go as he rips through his enemies and back to his comrades. He specializes in gathering information in battle zones, where the classic traits of a scout aren't as necessary as the courage and brazen attitude that Override exudes. He's even taken steps to disable his muffler to make his engine in motorcycle mode as loud as possible; he wants the Decepticons to know he's coming.



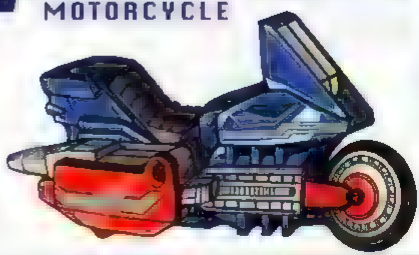
"LET YOUR ACTIONS DO YOUR TALKING AND NO ONE WILL MISUNDERSTAND YOU."

WEAPONS/ABILITIES

Subject has above-average intelligence and resistance to damage. His windshield in motorcycle mode is reinforced to withstand direct attacks, which helps protect him during his missions. He is armed with two particle beam cannons that are useable in both modes. In motorcycle mode, they can also double as boosters, increasing his speed by a factor of three.

ALTERNATE MODE//

MOTORCYCLE



WEAKNESSES

Subject is difficult to damage but not particularly fast. His tendency to announce his presence puts him in great danger.

AUTOBOT

OVER-RUN

PRIMARY FUNCTION: AIR DEFENSE

SUB GROUP:
ACTION MASTER

BIO

Over-Run would rather do everything himself than let someone else foul up the mission he's on. He barks orders to other Autobots in the air, even ones who outrank him, in an arrogant fashion that's as domineering as any Decepticon tyrant. He thinks that anyone not directly helping to win the air war is helping to lose it and should just get out of his aerial battlefield. His perfectionism and inability to be a team player make him unpopular, but the Autobots tolerate him because he's an effective and courageous warrior in the aerial combat arena where they lack manpower. Over-Run knows he's disliked and viewed as insubordinate, but he considers that a small price to pay to conquer the evil of the Deceptions. He's decided that he can make apologies for his behavior after the war is over—if he feels like it.

"I RULE THE SKIES WITH A HEAVY HAND!"

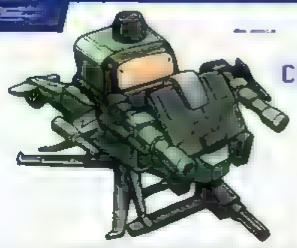
WEAPONS/ABILITIES

Subject possesses slightly above-average strength and great intelligence. His Attack Copter has a maximum speed of 340 mph for a range of 1,200 miles. It is armed with air-to-ground magnetic missiles that automatically target Decepticon armor plating, and a rotary photon cannon. The Copter converts into a double-barreled concussion cannon emplacement. Subject can use the photon and concussion cannons as hand weapons in robot mode.



ATTACK COPTER

ALTERNATE MODE



CONCUSSION CANNON

WEAKNESSES

Subject chooses to operate alone in circumstances where it would plainly be better to involve his fellow Autobots.

AUTOBOT

PERCEPTOR

PRIMARY FUNCTION: SCIENTIST

BIO

Regardless of what's he doing, the main thing Perceptor seeks out of any activity is knowledge. He'll try to turn anything into a scientific exercise that can help him learn even more about the fascinating universe around him. His tendency to break everything down into dry facts that excite only him often bores his comrades, but they are still fond of the friendly intentions of the dedicated and brilliant scientist. Perceptor's main fault, if it can be called that, is being too focused on his work. He rarely finds time to break away from his diligent studies to take part in social activities with his comrades. For Perceptor, his work is his play.

WEAPONS/ABILITIES

Subject possesses above-average strength, but his most powerful asset is his amazing intelligence. He is one of the most brilliant scientific minds on Cybertron, with a specialty in metallurgy, molecular chemistry, and electrical engineering. In microscope mode he can function as a standard optical magnifier or an electron microscope, with a maximum magnification capacity of 1,000,000 times. His lens can adapt for offensive capabilities, becoming a powerful light cannon that can blast a hole through concrete from over 2,000 miles away. He can use the cannon offensively in both modes, including as a stationary cannon when he's a microscope. In robot mode, he is also armed with a concussion blaster and rocket launcher.



"ONE'S ULTIMATE TRUTH LIES IN ONE'S MOLECULAR STRUCTURE."

WEAKNESSES

Subject's focus on his work makes him absent-minded about all other matters, which can be a liability in combat. His lenses are his weakest point, any damage to them can greatly impede both his research and offensive abilities.

ALTERNATE MODE//

MICROSCOPE

AUTOBOT

PHASER

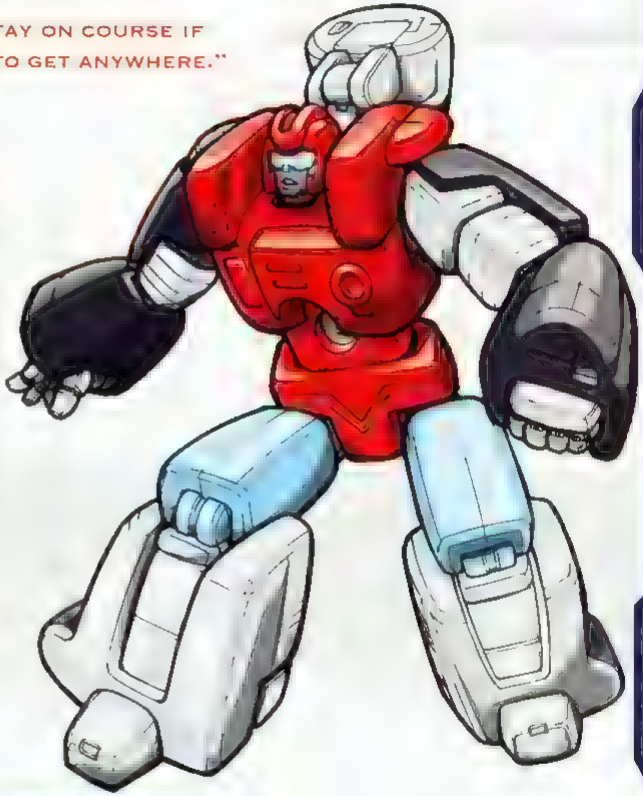
PRIMARY FUNCTION: INTERSTELLAR DEFENSE

SUB GROUP:
MICROMASTER
COMBINER
ASTRO SQUAD

BIO

Phaser filters out all the background noise of his comrades in order to make sure that not only is he doing his job, but also that no one else is screwing up theirs. Aside from Miss Ie Master, Phaser is probably the most down-to-business professional of the group, which makes him the leader's choice for second-in-command. Being partnered with the overly enthusiastic Blast Master has taught Phaser to double- and triple-check everything, and then check it again. Phaser knows that if he doesn't pay attention for a second, Blast Master will absently rocket them too far away from their objective or something else that will eat up time and possibly endanger them. For the super-responsible Phaser, that's just unacceptable.

"YOU HAVE TO STAY ON COURSE IF YOU EVER WANT TO GET ANYWHERE."



WEAPONS/ABILITIES

Subject is extremely strong and resistant to damage. He's coated in cyclonic steel to enhance his armor's toughness and ability to withstand reentry. Subject is a front-end Micromaster Combiner [See Combiners] who joins with Blast Master to form a space shuttle. He can also recombine with any rear-end Combiner to form a new vehicle mode. In shuttle mode, Subject is responsible for plotting trajectories and piloting the ship; he also monitors Blast Master's speed. He is equipped with a full range of scanners and navigational equipment that aids him in calculating his course. A forward-mounted multiple frequency laser cannon provides the armament in this mode.

ALTERNATE MODE//

SPACE SHUTTLE



WEAKNESSES

Subject frequently gets burnt out from taking on too much responsibility, leading him to lose focus due to stress.

AUTOBOT

SUB GROUP:
PRETENDER

PINCHER

PRIMARY FUNCTION: CHEMICAL ENGINEER

PRETENDER SHELL//

"BE HUMBLE OF WORD BUT GREAT IN DEED."



BIO

When not called upon to do battle Pincher returns immediately to his true calling in the laboratory With all the intensity of a dedicated overachiever he works on concocting ever stronger chemical agents to use against the Decepticons in battle His behavior while at work is considered eccentric by his comrades. Pincher will talk to himself—and even to the formulas and test tubes—as he works on perfecting his latest creation He doesn't even know he does it, and most of the time Pincher is a level-headed Autobot who's totally modest about his genius In the lab, however, he becomes the closest thing the Autobots have to a mad scientist

PINCHER

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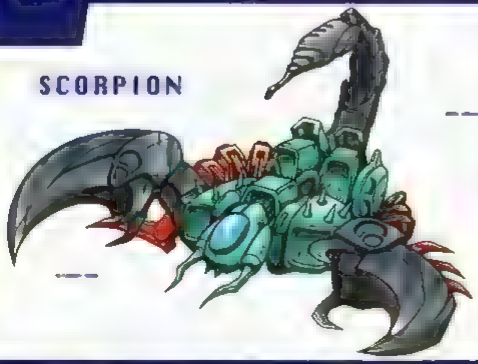
WEAPONS/ABILITIES

Subject has above-average strength and great intelligence. He is a skilled chemical engineer with a specialty in weapons-grade acids, oxidizing agents, and other formulas with offensive applications. Subject is a Pretender [See Pretenders], whose outer shell is armed with a high-voltage stun rifle. In scorpion mode, his tail's stinger can paralyze on contact and also drain Energon from those whose armor it pierces. His claws in both modes can easily slice most metals and also generate a force field around him when touching each other. In robot mode, he wields a laser torch.



ALTERNATE MODE//

SCORPION



WEAKNESSES

Subject is extremely slow in all modes and has only average fuel efficiency and resistance to damage.

AUTOBOT

SUB GROUP:
MICROMASTER
COMBINER

PIPELINE

PRIMARY FUNCTION: GROUND DEFENSE

BIO

Pipeline is a guarded, quiet individual. His interest in defensive tactics is an outgrowth of his own personality, specifically his desire to avoid harm, physically and emotionally. Pipeline doesn't like to reveal much of himself to others, primarily to prevent them from having ammunition to use against him in the future. This unfortunate attitude keeps him from making many friends, but Pipeline hardly notices. He's too concerned with perfecting his craft as a defensive strategist. Being partnered with the loud, obnoxious Gusher is a constant struggle for Pipeline. Gusher's wild and poorly thought out actions constantly interfere with Pipeline's defensive work, which has actually led to Pipeline reacting angrily. This is the most emotion that Pipeline has shown to his comrades in arms, and outside observers have noticed that he's starting to be more assertive and friendly since their partnership began. Pipeline may not realize it, but Gusher is probably the best friend he's ever had.



"IF YOUR DEFENSES
ARE ALWAYS UP,
YOU CAN NEVER BE HURT."

WEAPONS/ABILITIES

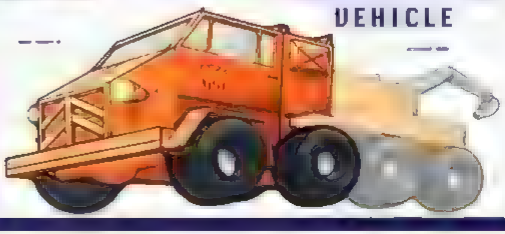
Subject possesses great strength and above-average intelligence. He has great skill in defensive tactics. He is a front-end Micromaster Combiner [See Combiners] who joins with Gusher to form a construction vehicle. he can also join with any other rear-end Combiner to form a new vehicle mode. Subject is part of the control team for an Autobot tanker truck transport. In tanker mode, it is used to ferry Energon supplies. To protect itself, it is capable of transforming into a battle station armed with two plasma cannon emplacements. When connected to the tanker mode, Subject or Gusher can control its actions.

WEAKNESSES

Subject's reluctance to communicate with others limits his ability to transmit plans effectively; his desire to avoid failure and damage limits his willingness to embark on tactics that involve risk, even when they're the best option.

ALTERNATE MODE//

CONSTRUCTION
VEHICLE



PIPES

PRIMARY FUNCTION: WARRIOR

BIO

Pipes is obsessed with random objects and commercial gadgets. He is fascinated by the fact that other cultures beyond Cybertron, like Earth, have the time and luxury to produce items that are not necessary to the population but are still purchased by millions. On Cybertron, there is no longer a context for such items. Whatever doesn't help the war effort is forgotten or dismissed as trivial and wasteful. Pipes collects these trinkets of commercialism to remind himself that there are worlds where war and death are not a daily concern, and beings have time to waste on essentially needless luxuries. The thought is somewhat soothing to the otherwise wistful Pipes, although his pack rat ways are irritating to the Autobots stationed with him.

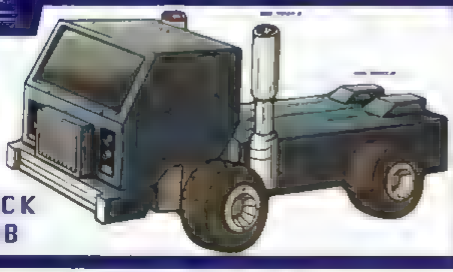
"ONE BEING'S JUNK IS ANOTHER'S ART."



WEAPONS/ ABILITIES

Subject has immense strength: he can haul up to 60 tons as a truck and lift much more as a robot. In robot mode, the pipes on his arms are his primary offensive weapons. They can emit a powerful corrosive gas that can dissolve 2 inches of steel in about one breem. Subject is immune to the effects of the gas.

ALTERNATE MODE//



TRUCK CAB

WEAKNESSES

Subject is often melancholy, which makes him below-average as a warrior.

AUTOBOT

SUB GROUP:
TARGETMASTER

POINTBLANK

PRIMARY FUNCTION: ENFORCER TARGETMASTER LEADER

BIO

Pointblank is as sick of war as he is of talking. He was once a jovial young Autobot, eager to help end the Autobot/Decepticon conflict. He did everything in his power, from battlefield heroics to impassioned speeches, to make a difference—but he saw no results. As the war spiraled further out of control, the disillusioned Pointblank became a morose, somber mechanoid of few words. He doesn't have time for flowery, hopeful words anymore, and he's become utterly focused on giving his all to winning a battle at a time. He's never been more fearless and dedicated, nor more convinced that there's no hope of ever ending the war. Pointblank's Nebulan partner [See Nebulon] Peacemaker is a young law enforcement official whose unspoiled and positive outlook is seemingly infectious—for everyone but Pointblank, who is horrified that yet another group of beings (this time the Nebulans) has been dragged into the Autobot/Decepticon war. Peacemaker tirelessly tries to reawaken the hopeful Autobot that Pointblank once was.

WEAPONS/ABILITIES

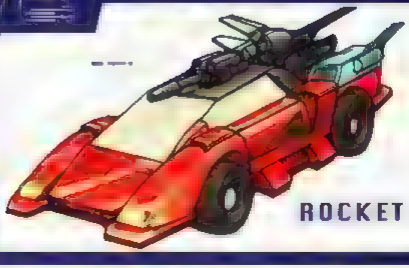
Subject possesses significantly above-average strength and intelligence and is a capable commanding officer. His Targetmaster partner [See Targetmasters] transforms into a stereophonic blaster capable of shattering a cubic yard of steel at his highest setting. Peacemaker is an excellent soldier with a firm background in law enforcement techniques. In vehicle mode, Subject can travel at speeds of up to 320 mph for a range of 800 miles. He can use his Targetmaster in both modes.

"BE BRIEF OF SPEECH AND LONG IN ACTION."

TARGETMASTER:
PEACEMAKER



ALTERNATE MODE//



ROCKET CAR

WEAKNESSES

The connector that links Subject and his weapon-mode Targetmaster partner in vehicle mode is weak, causing Peacemaker to frequently be dislodged during high-speed maneuvers. Subject is also susceptible to tire blowouts at high speed.

DECEPTICON

POUNCE

SUB GROUP:
CLONE

PRIMARY FUNCTION: INFILTRATOR

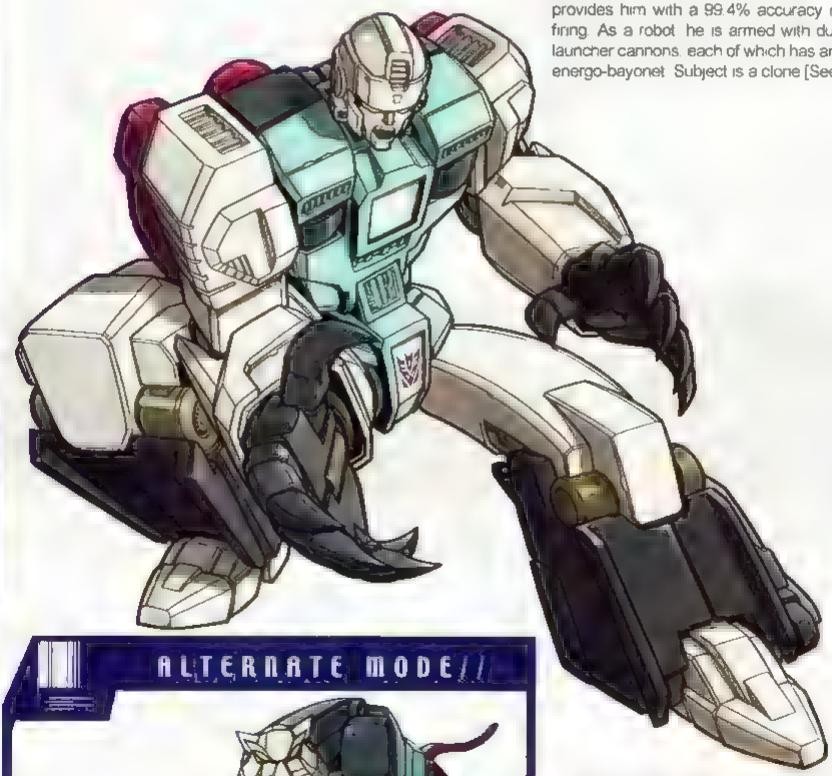
BIO

Pounce epitomizes everything the Autobots abhor about the Decepticons. He is a borderline psychopath whose specialty—and only real pleasure—is the suffering of others, particularly the Autobots he finds so inferior to himself. He has fully dedicated himself to taking on missions and duties that even other Decepticons shy away from, from assassination to torture, and even the disposal of defenseless prisoners. Pounce is as ruthless and cunning as they come, and the daunting legends that abound about his actions terrify all non-Decepticons. He has been dispatched on an ongoing mission to infiltrate and destroy Autobot interests in any way possible. No one ever has any indication of when he will strike, but everyone is aware of the aftereffects of his handiwork. When Autobot camps suddenly become desolate wastelands of shattered limbs and dead metal, it's a fair bet that Pounce was there.

"TERROR IS THE STAGE ON WHICH I PERFORM."

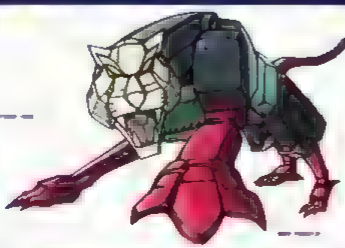
WEAPONS/ABILITIES

Subject has above-average intelligence and exceptional skill as an infiltrator, hunter and assassin. As a puma, he is virtually soundless and can leap up to seven miles at a time. His vision and smell have been painstakingly enhanced to assist in his tracking duties. His optic sensors have a built-in laser targeting system that provides him with a 99.4% accuracy rate when firing. As a robot, he is armed with dual missile launcher cannons, each of which has an attached energo-bayonet. Subject is a clone [See Clones].



ALTERNATE MODE

PUMA



WEAKNESSES

Subject possesses only average strength and an extremely inflated ego, but he has no other significant weaknesses.

DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER
BATTLE SQUAD

POWER PUNCH

PRIMARY FUNCTION: AERIAL COUNTERATTACK

BIO

Power Punch is the "big stick" that squad commander Direct Hit carries to silence his opposition, both on the battlefield and within the team. The stoic Power Punch's loyalty to Direct-Hit is born of their longtime friendship, as well as the tacit understanding that as long as Direct-Hit is in charge, Power Punch is the second-in-command. Power Punch is aware that the team is not functioning up to par, but he erroneously blames it on the others rather than Direct-Hit's flawed leadership style. He's too close to Direct-Hit to see his friend's flaws, but he's too good a soldier to accept the team's sub-par performance. The hard-nosed and fearless Power Punch is the team's greatest military asset, and he's working hard to bring the others in line. Still, even if he were confronted with evidence of Direct-Hit's incompetence, it's doubtful he would choose loyalty to the Decepticon cause over his friend.

WEAPONS/ABILITIES

Subject is extremely strong and resistant to damage. He is a rear-end Micromaster Combiner [See Combiners], who combines with Direct-Hit to form a cannon transport. He can also recombine with any other front-end Combiner to form a new vehicle mode. Subject's cannon fires high-yield, armor-piercing explosive shells or charged plasma, it is the most powerful weapon in the squad.



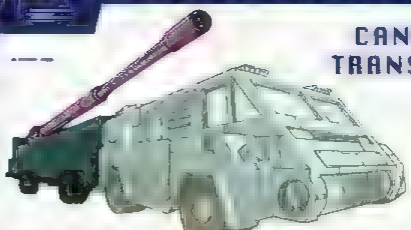
"STRIKE HARD AND FEAR NO ONE!"

WEAKNESSES

Subject's loyalty often blinds him to the poor strategic decisions that Direct-Hit often makes, which endangers him in combat. Thus far, he's hard enough to survive and blame it on something else.

ALTERNATE MODE//

CANNON TRANSPORT



POWERDASHERS

PRIMARY FUNCTION: REINFORCEMENTS

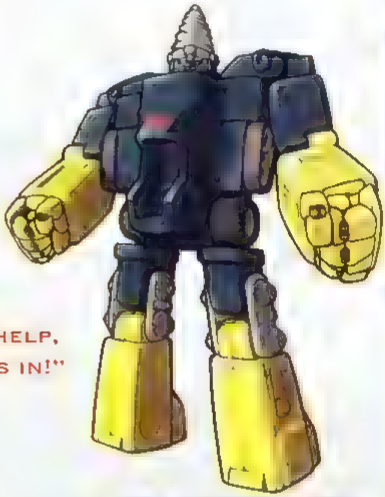
BIO

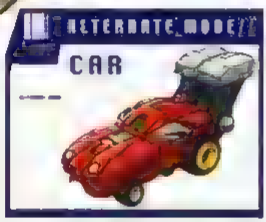
The Powerdashers are a primitive design based on ancient Cybertronian forms from the early days of the Transformer race. Commissioned as assistants for the Earth-bound Autobots, they are basically cheerful allies who are happy to assist the Autobot cause in any way they can. Due to their recent creation, they are still maturing into their full power levels and personalities, but they are dedicated to protecting all life from the Decepticons.



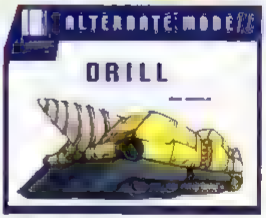
WEAPONS/ABILITIES

Various





"IF IT'LL HELP, COUNT US IN!"







WEAKNESSES

The Powerdashers are still extremely naive and sometimes don't know the full extent of their abilities.

AUTOBOT

POWERGLIDE

PRIMARY FUNCTION: WARRIOR

BIO

While the majority of Autobots lack the ability to fly, Powerglide proudly flaunts the fact that he's a master of aviation. His desire to impress with his abilities and dazzling aerobatics doesn't stop at his ground-bound friends in the Autobots, though; he's more than happy to show off in front of his Decepticon foes. He's a consummate showman, and he will make every aerial combat "performance" a memorable one by taunting his enemies with an incessant stream of quips and insults. Although he's friendly and quick-witted, Powerglide is also a bit of an egotist who demands appreciation for his abilities.

"TO STOP ME, YOU HAVE TO CATCH ME FIRST."

WEAPONS/ABILITIES

Subject has above-average intelligence and is an expert pilot. His ability to maneuver in his vehicle mode is incredible. In jet mode, his average speed is 500 mph, but he is capable of producing short bursts of power that push his speed up to 3,200 mph for very brief periods. He's armed with concussion bombs and a standard machine gun in this mode, along with a short-range thermal cannon mounted on his nosecone. He uses a rifle with a similar capacity in robot mode. Subject can fly in robot mode through use of his leg-mounted thrusters.



WEAKNESSES

Subject has low strength in robot mode, and his overconfidence about his aerial combat abilities often gets him in over his head. Since few Autobots can fly, he can rarely get assistance when he needs it most.

ALTERNATE MODE

COMBAT JET



AUTOBOT

POWERRUN

PRIMARY FUNCTION: URBAN PROTECTION

SUB GROUP:
MICROMASTER
COMBINER
METRO SQUAD

BIO

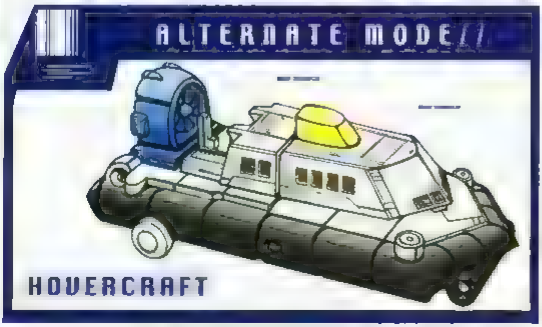
Powerrun is a smooth-talking Autobot with a superiority complex as wide as his sneering grin. He's quite popular because he talks up those willing to be his friends along with himself, fostering the image that anyone who's with him is as cool as he claims he is. He's a skilled warrior with a penchant for slick tactics, but his smooth exterior and competent abilities hide his true worries about himself and the Autobots. He secretly wonders if the Decepticons' talk of being superior to the Autobots isn't true after all. He fears they may be right—the Decepticons are generally physically and militarily more powerful—but he refuses to give up his convictions, and never mentions his concerns to his friends. When he's alone, though, he can't help but wonder if there isn't something wrong or weak about him for being an Autobot and believing in their ideals.

"EITHER YOU'RE AN AUTOBOT, OR YOU'RE NOTHING."



WEAPONS/ ABILITIES

Subject has great strength and exceptional skill as a warrior and rescue tactician. He is a front-end Micromaster Combiner [See Combiners] who joins with Strikedown to form a hovercraft, he can also join with any other rear-end Combiner to form a new vehicle mode. In hovercraft mode, he and Strikedown are highly maneuverable and can traverse severely uneven terrain; he is also equipped with fire retardant foam cannons and water hoses.



WEAKNESSES

Subject's lower half in vehicle mode is vulnerable to enemy weapons fire, which can diminish or eliminate mobility.

AUTOBOT

SUB GROUP:
MICROMASTER
OFF ROAD PATROL

POWERTRAIN

PRIMARY FUNCTION: PATROL LEADER

[From the Persona Datatracks of Highjump, Autobot Covert Activities]

BIO

Powertrain is one of those truly good, by the book, commanders who knows that every military rulebook has a section that says, "If the rules aren't working, stag 'em." He's not entirely comfortable breaking them, though, which I guess is why he keeps me around, to give him that other option that he might not want to suggest himself. Even though Mudslinger and Tote don't always pull their weight as far as covert ops, Powertrain's got a real skill for making sure the team performs at peak efficiency in combat. Some might say he's turning a blind optic sensor to the fact that they're holding us back as a team, but I know that's not the case. He's just taking some time to do what he does best: take a challenge or problem and figure out a way to make it work to our advantage.



"IF I CAN'T GO THROUGH IT, I GO OVER IT."

WEAPONS/ABILITIES

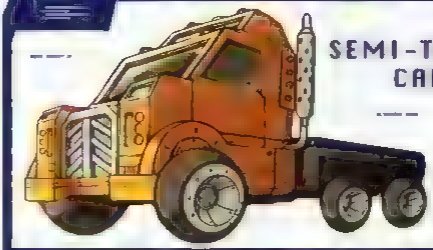
Powertrain's got a bit above-average strength, and he's fully qualified at all manner of espionage, counter-intelligence and sabotage tactics. In vehicle mode, he has a top speed of 60 mph, which he can maintain for about 500 miles.

WEAKNESSES

Even though he's working on it, sometimes I worry that Powertrain isn't tough enough on Mudslinger when he gets out of line. Physically he's especially slow in vehicle mode.

ALTERNATE MODE

SEMI-TRUCK CAB



DECEPTICON

DIVEBOMB

PRIMARY FUNCTION: AERIAL ASSAULT

SUB GROUP:
PREDACON

BIO

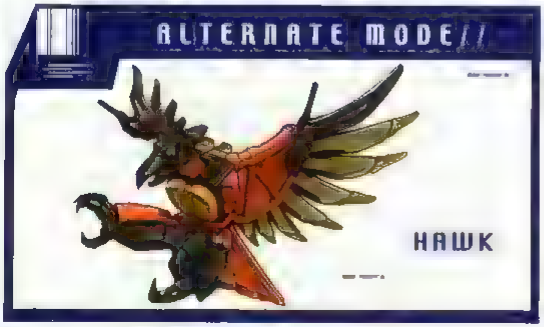
Combat is always an enjoyable experience for Divebomb. He's deceptively cheerful as he flies overhead, but his giddiness is more malicious than anything else. When he sees the helpless targets below him, often unaware of his attack until it's too late, he can't help but be overjoyed by all the options for him to rain destruction upon. He relishes that moment of infinite choice right before he gleefully unleashes his destructive attacks upon his foes. Still, he often tires of the easy and unsuspecting ground bound targets most Autobots represent and longs for a challenge more matched to his abilities, like the aerial Dinobot Swoop. To draw out worthy aerial nemeses, he likes to construct extravagant nests for himself to attract their attention, often composed of expensive and rare objects. While he's luring his foes to him, he reasons he might as well live comfortably.



"CONQUER THE SKIES
AND WHAT'S BELOW YOU
WILL FALL."

WEAPONS/ABILITIES

Subject has above-average strength and intelligence. He can achieve speeds up to 300 mph for a distance of 2,000 miles in avian mode, and he can operate all the way up to sub-orbital levels. His beak is capable of rending 5 inches of solid steel with a single swipe. His telescopic optic sensors allow him to spot a bolt from about 2 miles away. In both modes, Divebomb is armed with two particle beam rifles. As a robot, he also uses a sword with a laser-targeting system that guides Subject's strike to any locked-on target within range. Subject merges with other Predacons to form Predaking.



WEAKNESSES

Subject's anti-gravity mechanisms and internal guidance systems are easily disrupted by magnetism. His habit of making his bases of operations known to his enemies makes him a vulnerable target when he lets his guard down.

DECEPTICON

SUB GROUP:
PREDACON

HEADSTRONG

PRIMARY FUNCTION: GROUND ASSAULT

BIO

Headstrong lives up to the most negative connotations of his name. Once he has decided on a course of action, no matter how foolish it may seem to an objective observer, he can't be talked out of it. In these situations, Headstrong works especially hard to ignore the advice of his friends, regardless of how helpful or sensible they may be. To give up once he's decided on something would be a sign of weakness to Headstrong, which he won't allow. Headstrong already feels insecure because he's not as powerful, quick, or intelligent as some of his comrades, and he's afraid that admitting he is wrong and following the advice of others will reveal to them his feelings of inadequacy.



"THE BEST ADVICE IS NOT TO LISTEN TO ADVICE."

WEAPONS/ABILITIES

Subject has above-average strength and overall endurance. In rhino mode, he can briefly sprint at speeds of up to 60 mph; at this speed, his horn can easily skewer 3 feet of steel armor plating. The horn can also release a localized acid, the corrosive properties of which increase his offensive potential. In robot mode, he can wield two plasma sphere shooter rifles which launch bursts of explosive energy. He also carries a light diffraction sword, when activated, it bends light rays around its wielder, making it difficult for opponents to tell where he truly is. Subject joins with other Predacons to form Predaking.

WEAKNESSES

Subject's insecurities make him more susceptible to a verbal attack than a physical one. In addition to poor eyesight, Subject's joints often lock up from disuse or overuse.

ALTERNATE MODE//



RHINO

DECEPTICON

RAMPAGE

SUB GROUP:
PREDACON

PRIMARY FUNCTION: GUNNER

BIO

Taking the time to plan something out only gives your enemies a chance to move against you, so Rampage has fully embraced a lifestyle of pure action. He seeks immediate gratification and lashes out violently when he doesn't get it. Rampage doesn't waste a lot of time talking, because it takes too much effort and reminds him too much of thinking. His comrades are annoyed by his immature outbursts, but Rampage's exceptional fury and valor in battle have won him their admiration. Strangely, the only thing that has been found to bring Rampage to a standstill thus far is Earth's television programming. Specifically, any vapid, inane form of entertainment that might appeal to the lowest common denominator sparks his interest. While watching reality shows or videos, he's been known to be calm and agreeable for hours.



"THOSE WHO CONQUER, ACT; THOSE WHO ARE CONQUERED, THINK!"

WEAPONS/ABILITIES

Subject has great strength. In tiger mode, he is capable of leaping 300 feet straight up and for a distance of 500 feet. His legs are incredibly powerful; a kick from any one of them can crush a reinforced concrete wall. Each of his legs has a double-barreled machine gun port that can fire up to 300 rounds per .12 breems. As a robot, he is armed with a super-heated thermo-sword that can cut through most metals and a lightning rifle, the rifle can shoot 60,000-volt blasts of electricity. Subject combines with fellow Predacons to form Predaking.

WEAKNESSES

Subject has below-average intelligence. His legs and leg joints can't keep up with the punishment they take from Subject's constant leaping, thus requiring frequent maintenance.

ALTERNATE MODE

TIGER



DECEPTICON

SUB GROUP:
PREDACON

RAZORCLAW

PRIMARY FUNCTION: PREDACON COMMANDER

BIO

Razorclaw is most dangerous when he's seemingly motionless. Inactivity simply means that he's sizing up the best moment to strike, focusing all his keen intellect on the prey around him and their respective weaknesses. When Razorclaw does finally strike, his victim is usually a shattered, smoking memory in less time than it takes for them to scream. Razorclaw doesn't waste time, fuel, or words unless he is certain the action will achieve an immediate, desirable result. The fearless, business-like Predacon is known for his unwavering loyalty to the Decepticon cause; a peaceful solution to the Autobot/Decepticon conflict is an alien concept to him. For Razorclaw, the war will only end when he has personally extinguished the spark of the last surviving Autobot.

"ALL GOOD THINGS SUCCUMB TO THOSE WHO WAIT."



WEAPONS/ABILITIES

Subject has great strength and even greater intelligence; he is both a skilled battlefield commander and long-term strategist. As a lion, he can leap 100 yards in a single bound at his top sprinting speed of 90 mph, and his claws can carve titanium with a single swipe. The claws are so effective that he can even climb vertical walls with them. In both modes, he has shoulder-mounted concussion cannons and an additional launcher which fires capsules filled with explosive gas. As a robot, he can wield a vibrating sonic sword that destroys the molecular bonds of any metal it cuts, enhancing its cutting ability. He forms the torso of Predaking.

WEAKNESSES

Sitting motionless for a long amount of time can result in Subject's joints seizing up. He sometimes ignores seemingly obvious opportunities while waiting for the "perfect" chance to appear.

ALTERNATE MODE//



LION

DECEPTICON

TANTRUM

SUB GROUP:
PREDACON

PRIMARY FUNCTION: FUELER

BIO

Trying to reason with Tantrum would be as utterly pointless as talking to a lightning storm or fierce wind. Violence and threats are the only things Tantrum deals in, and anger is the only emotion he seems to possess. In fact, his comrades have come up with 20 new classifications of anger just to define the variations in their ally's myopic mood. Baseline angry, "Intensely angry," "Completely slagging enraged," and "Everybody run!" are just a few. To take the edge off, Tantrum will often knock down a building or highway overpass, which temporarily makes him feel better. That his condition improves only when he's hit or hitting something has caused some to wonder if Tantrum's uncontrolable rage isn't caused by some misaligned circuit or fuel line that's been knocked in and out of place. Unfortunately, Tantrum takes aggressive issue with anyone who tries or even suggests altering anything in his head.

"ANGER GETS ME RUNNING BETTER THAN ANY OTHER FUEL."

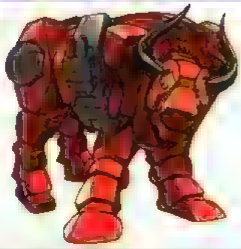


WEAPONS/ABILITIES

Subject possesses amazing strength and endurance, his armor is extremely thick and reinforced. He has four exterior fuel tanks (over his legs in bull mode and within his arms and legs as a robot) that can carry additional Energon. In bull mode, his normal range is 1,200 miles at an average speed of 30 mph, with the tanks, he can make it almost 10,000 miles. The tanks can also be used to refuel his comrades. His horns shoot 20,000-volt bolts of electricity, which Subject finds difficult to control when angry. In robot mode, his catalytic carbine fires chemicals that can erode most metals or create new alloys. His electro-sword generates an electrical field, when he cuts an opponent, the damage is magnified by the powerful electric shock the sword applies to the open wound. He joins with the other Predacons to form Predaking.

ALTERNATE MODE

BULL



WEAKNESSES

Subject has below-average intelligence, and his wild behavior endangers him and his comrades. Though heavily armored, sufficient damage can impair his fuel tanks with explosive results.

DECEPTICON

SUB GROUP:
PREDACON

PREDAKING

PRIMARY FUNCTION: WARRIOR

BIO

Predaking is an experiment that the Autobots cannot afford for the Decepticons to repeat. The five component Predacons, despite their wildly varying personalities, are all unified by their hunting instincts and ferocity in battle. Their fusion as Predaking is one of the most effective in the history of combining Transformers. Predaking moves, speaks, and acts as if he were a single Transformer killing machine instead of a haphazard amalgamation of five different units. Predaking is a decisive being of pure destructive action. Although adequately intelligent, the speed with which he acts and reacts makes it appear that he relies solely on instinct when making a decision.

"DESTROY FIRST,
ASK QUESTIONS LATER."



WEAPONS/ABILITIES

Subject utilizes Combiner technology [See Combiners] to unite the five Predacons. He is immensely strong, lifting 500 tons is barely a strain on his servos. His cerebro-circuitry is designed to optimize fast action, upon noticing movement, he can run a friend/foe threat analysis, calculate which course of action will be most effective, and react all in under .000278 breems. He is unusually dexterous for a combined Transformer. Subject's armaments include an energo-sword, an x-ray laser cannon, and twin mortar launchers on each foot. He has shoulder-mounted cannons (from Razorclaw's torso) and can also generate an electric force field that protects him from energy attacks.

WEAKNESSES

Subject's force field is extremely draining on his power reserves; other than that, he has no physical weaknesses.

DECEPTICON

BIRDBRAIN

PRIMARY FUNCTION: AERIAL ATTACK TROOPER

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"ANYONE WHO
IS NOT A PREDATOR
IS CONSIDERED PREY."



BIO

Birdbrain might be able to make use of his shell's attack capabilities to become a respected aerial warrior if not for a hardware glitch in the outer armor. Utilizing his enhanced eyesight in the shell, Birdbrain responds to the "target locked" alarm with intensity, often flying out of the sun to fiercely attack a rock outcropping. Since his sensors only work right 30% of the time, he's often found battling innocuous inanimate objects instead of his actual foes. Birdbrain hates the laughter that ensues so much that he actually avoids using his outer shell in combat. Many of his comrades have taken to mocking him for sub-standard intelligence, even though he has no such disability. This infuriates Birdbrain, who is a competent and driven warrior outside of his Pretender shell.

BIRDBRAIN

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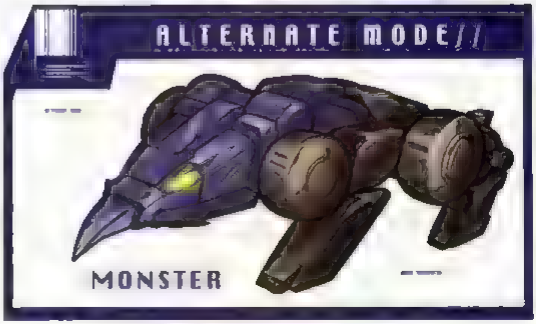
WEAPONS/ABILITIES

Subject possesses slightly above-average strength and intelligence. His outer Pretender shell (See Pretenders) is designed for atmospheric flight on mid-level gravity worlds. The beak is powerful enough to cut an armored personnel carrier in two, and the talons can easily grip most foes and carry them in a vise-like grip. His shell's optic sensors have numerous enhancements, including the capability of locking onto a target Subject's size at a distance of 300 miles, target acquisition sensors based on threat level, and the ability to fire searing laser beams. Outside of the shell, Subject is armed with a double-barreled laser rifle. He combines with other the Pretender Monsters to form Monstructor.



WEAKNESSES

Subject's target acquisition package in shell is faulty and frequently breaks down in spite of maintenance. It misidentifies threats and targets, greatly lowering Subject's ability in this mode.



DECEPTICON

BRISTLEBACK

PRIMARY FUNCTION: GROUND ASSAULT

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"YOU CAN'T TELL A
DECEPTICON BY ITS COVER."



BIO

Bristleback is an angry, aggressive complainer who peppers his simple statements with foul language to make any point. He's a natural bully, but his demeanor is made even more repellent by the fact that he didn't even become a Pretender by choice. Susceptibility to rust forced him to adopt the shell to salve his condition and protect his armor. Even when he's perfectly healthy and locked in the shell, the constant irritation of thinking about his condition frustrates him, making him even meaner. He feels trapped by the shell and longs to function in some airless environment where his predilection for developing rust disease won't be an issue.

BRISTLEBACK

CONTINUED

WEAPONS/ABILITIES

Subject has above-average strength and great endurance. His outer Pretender shell [See Pretenders] has thick armor that limits motion somewhat. In all modes the spikes on Subject's back can emit a corrosive acid that can help them cut through materials on contact. Shell and inner robot are armed with a rapid-fire electrostatic pulse rifle that shorts out and can permanently damage enemy circuitry. Combines with fellow Pretender Monsters to form Monstructor.



WEAKNESSES

Within his shell, Subject is exceptionally slow and lacking in maneuverability. Outside his shell, any hint of humidity immediately has him developing a painful rust rash that can erode his armor.

ALTERNATE MODE//

MONSTER



DECEPTICON

ICEPICK

PRIMARY FUNCTION: DEMOLITIONS

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"FROM TODAY'S RUBBLE-STREWN FIELDS
SHALL EMERGE A
NEW DECEPTICON WORLD!"



BIO

Icepick is one of the most cheerful Decepticons—he truly loves his job and believes in its purpose. He immed ately latched onto the Decepticon ideals of replacing the old and weak with the strong and signed up for demol tions. With all of the fervor and ideological zeal of a propaganda ad, Icepick will gladly exp ain that it only makes sense to recyc e the battered buildings of today into the technological marvels of a brave new Decepticon future. His efforts to convert others to the Decepticon cause have met with very limited success, but the upper echelon of Decepticon command appreciates his ceaseless efforts on their behalf, no matter how misguided

ICEPICK

CONTINUED

WEAPONS/ABILITIES

Subject possesses great strength and endurance, and above-average intelligence. His outer Pretender shell [See Pretenders] is so heavily armored that, in theoretical testing, no non-nuclear explosion was powerful enough to damage it. His claws can rend metal and crush concrete with almost no effort. In creature mode, Subject can leap a distance of 1.8 miles at a time. As a robot, he's armed with a fireball bazooka. Combines with fellow Pretender Monsters to form Monstructor.



WEAKNESSES

Although he believes in what he preaches, Subject is not convinced of some of the more ruthless Decepticon tactics, especially when they involve unsuspecting victims. His outer shell is very slow.

ALTERNATE MODE//

MONSTER



DECEPTICON

SCOWL

PRIMARY FUNCTION: SONIC SABOTEUR

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"CONTROL SOUND, AND THE FAINTEST WHISPER CAN BE THE FIERCEST WEAPON."



BIO

Scowl became a Pretender when he realized that his Autobot foes weren't scared by his appearance in the slightest. Previous to this, his alternate mode was more likely to inspire laughter than terror, which enraged the merciless and cruel Decepticon. Now that he hears his victims screaming in fear instead of chuckling, Scowl is an even more competent fighting machine. He primarily focuses on using the power of sound waves to disrupt electronic equipment and, at more powerful decibel ranges, physical objects. His fellow Decepticons wish he wouldn't spend so much time in his shell; its powerful speakers only serve to magnify Scowl's already loud, firm voice.

SCOWL

CONTINUED

WEAPONS/ABILITIES

Subject has above-average strength and intelligence, and exceptional endurance and resistance to damage. His outer Pretender shell [See Pretenders] is equipped with speakers in its mouth and can produce a variety of sonic attacks, including a wail that can rip the armor right off a Transformer's exoskeleton. The inner robot has chest-mounted speakers and ultrasonic hearing, allowing him to pinpoint the exact nature and location of even the dimmest sounds at a great distance. His sonic disruptor rifle can cause a target to either perceive damaging, over-amplified sound or total silence. Combines with fellow Pretender Monsters to form Monstructor.



WEAKNESSES

Subject's hearing is diminished slightly in outer shell.

ALTERNATE MODE//

MONSTER



SLOG

PRIMARY FUNCTION: COMBAT ARTIST

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"DESTRUCTION IS THE HIGHEST FORM OF ART."



BIO

Slog is the most tasteful and refined of his comrades. When he originally joined the Decepticons, they used his exceptional talent as an artist to produce sculptures and art pieces depicting the glory of the Decepticon empire and its leaders, and record their rise for posterity. Eventually, they realized Slog was a capable warrior as well as artist, although his battlefield work is definitely of the more "abstract" variety. He carves up his foes on the battlefield more out of a desire to survive than actual spite, and he always attempts to make each of his victims a work of art to honor their memory. This aspect of war, and the fact that the Decepticons have no interest in supporting free expression and art, troubles Slog. Although he finds destruction to be the best way to create pure, chaotic art in an inanimate subject, he wonders about the lives lost in the Autobot/Decepticon conflict. Slog once organized an underground art show of his work, reflecting the horrors of war in the twisted, rusting ruins of his foes. This led to the coining of a new art form—"slogism"—and the use of the exhibit's pictures in the Autobots' anti-Decepticon broadcasts. This and his occasional doubts about his cause have not pleased his Decepticon superiors.

DECEPTICON

SLOG

WEAPONS/ABILITIES

Subject possesses great intelligence and exceptional talent and skill as an artist. He is a surprisingly effective warrior. Subject's outer shell [See Pretenders] has harder-than-diamond talons capable of cutting through almost any substance. Inner robot is armed with a magnetic rifle that can be set to fire waves that repel or attract. It can even make its targets' bodies repel themselves, tearing apart metallic opponents. Combines with fellow Pretender Monsters to form Monstructor.



ALTERNATE MODE//

MONSTER



WEAKNESSES

Subject has bouts of depression that can make him useless in combat.

DECEPTICON

WILDFLY

PRIMARY FUNCTION: AERIAL ASSAULT

SUB GROUP:
PRETENDER
MONSTER

PRETENDER SHELL//

"STRIKE FEAR INTO YOUR ENEMY,
AND YOU'VE WON HALF THE BATTLE."



BIO

Predictability is for other more boring robots as far as Wildfly is concerned He prefers to live life from one moment to the next, acting out on whatever crazed impulses he may have at that instant and basically whirling around destroying everything in sight Wildfly likes to think this makes him the "life of the party" who always does the unexpected In fact, his behavior is tiresome and obvious to all of his comrades They know that Wildfly will pick the most base violent thing to do in any circumstance like suddenly flying off to clip the wings off a passing jet airliner he notices or demolishing a nearby office building in the middle of the unsuspecting humans' workday Wildfly tops off his furious attacks with a cackling laughter convinced that he just did something exceptionally clever Only the most spankless Decepticons can agree

DECEPTICON

WILDFLY



WEAPONS/ABILITIES

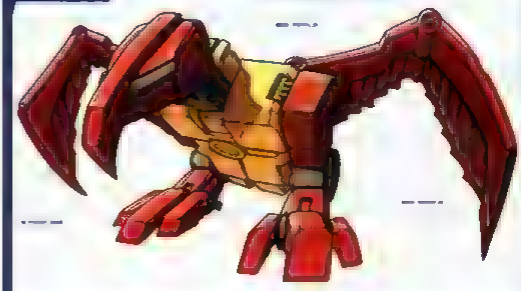
Subject possesses slightly above-average strength. He is a Pretender [See Pretenders] whose outer insectoid shell can fly at a speed of 200 mph. Inner robot transforms into a flying mode with the same speed capabilities. In robot mode, he is armed with a specially designed photon rifle with laser-targeting for locking onto ground targets while soaring through the air. He joins with the other Pretender Monsters to form Monstructor.

WEAKNESSES

Subject is not particularly intelligent, and his outer shell is susceptible to shutdown in extreme cold.

ALTERNATE MODE//

MONSTER



DECEPTICON

MONSTRUCTOR

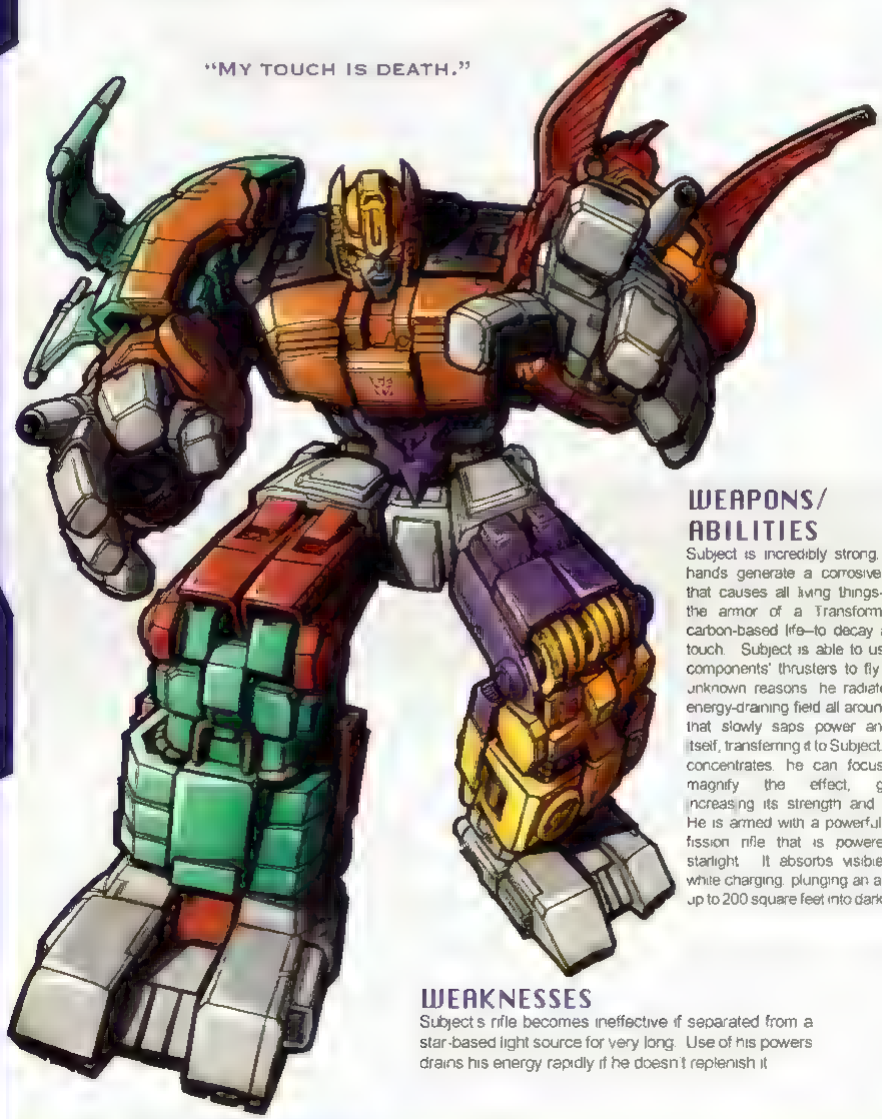
PRIMARY FUNCTION: SUPER WARRIOR

SUB GROUP:
PRETENDER
MONSTER

BIO

Monstructor is terror given robotic form. While some Decepticons portray themselves as ruthless death-dealers, Monstructor truly is all that and much more. Those who have survived witnessing Monstructor's formation describe it more like the conjuring of an evil spirit than the combining of a mechanical warrior. Monstructor knows no remorse, except when he misses an opportunity to inflict pain. His very presence drains life, and an aura of palpable dread is his ever present companion. His utter dedication to destruction and decay goes beyond a mere personality trait, and appears to have no correlation to the six Pretenders who combine to form him. Monstructor channels an evil far deeper than even the most depraved Decepticon could imagine. Monstructor would prefer never to split into his component parts, allowing him to travel from star to star, destroying all sparks of life. Any Decepticon who has looked into his cold, dead optic sensors knows that Monstructor will gladly start destroying them once the Autobots are no more.

"MY TOUCH IS DEATH."



WEAPONS/ ABILITIES

Subject is incredibly strong. His hands generate a corrosive aura that causes all living things--from the armor of a Transformer to carbon-based life--to decay at his touch. Subject is able to use his components' thrusters to fly. For unknown reasons, he radiates an energy-draining field all around him that slowly saps power and life itself, transferring it to Subject. If he concentrates, he can focus and magnify the effect, greatly increasing its strength and pace. He is armed with a powerful solar fission rifle that is powered by starlight. It absorbs visible light while charging, plunging an area of up to 200 square feet into darkness.

WEAKNESSES

Subject's rifle becomes ineffective if separated from a star-based light source for very long. Use of his powers drains his energy rapidly if he doesn't replenish it.


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TRANSFORMERS
MORE THAN MEETS THE EYE
DON

AUTOBOT

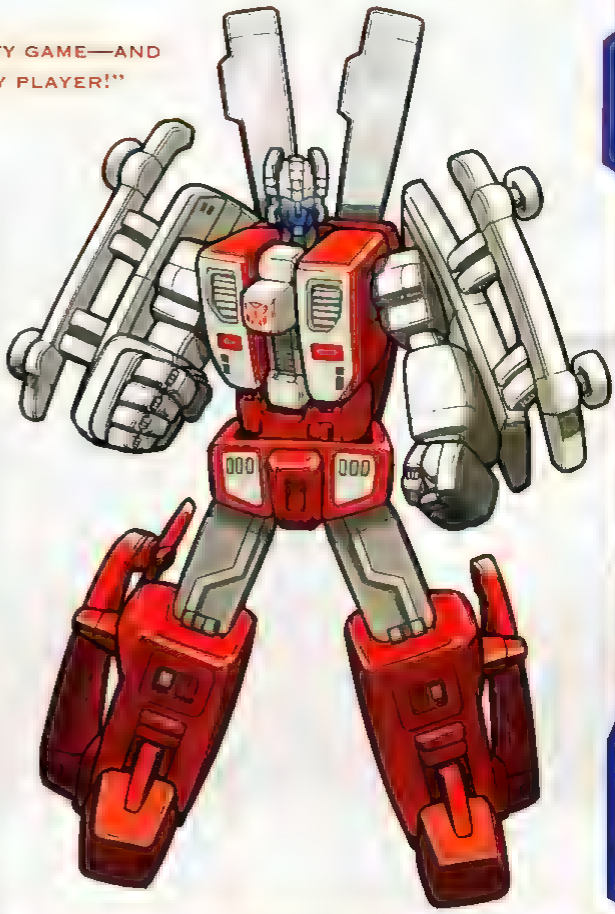
SUB GROUP:
PROTECTOBOT

BLADES

PRIMARY FUNCTION: AIR SUPPORT

{FROM: Hot Spot, Protectobot Leader TO: Security Commander Ultra Magnus RE: Request Dismissal of Internal Affairs Investigation #455.43}

"WAR'S A DIRTY GAME—AND I'M A DIRTY PLAYER!"



BIO

I don't believe the incident in question [Cross-Reference: Emergency Request #455.43 Iacon District] requires any further review. Yes, Blades did act with lethal force, but I believe he did so only out of necessity and completely within the boundaries of his duty. As always, he performed his primary air support function well. At the moment in question, he saw that he had to act decisively to save the innocent mechanoids in the market area, so he did so. True, he did take the unorthodox route of eviscerating the targets with his rotor blades in hand-to-hand combat, but it's no secret that Blades prefers one-on-one confrontations to long-range air attacks. Since the situation didn't specifically call for aerial tactics, I see no reason why Blades should be punished for acting in this fashion. The fact that he finds attacking from a distance unsporting compared to his "street fighting" techniques has never interfered with him doing his job, and he's always been a hard-working, enthusiastic, and loyal trooper—I can't ask for anything more from him.

WEAPONS/ABILITIES

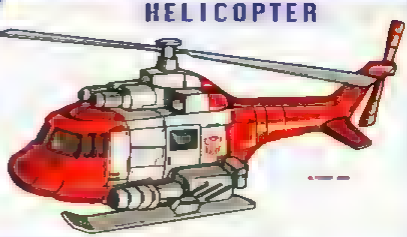
Blades has above-average strength and somewhat above-average intelligence. He's very good at his job, but he'd always rather exercise his unconventional "street fighting" style than attack from above. It's been said that he'd rather use his rotors to slash opponents than fly, and I can't argue that. In helicopter mode, he travels at 400 mph for up to 1,200 miles. In both modes, he's armed with two launchers that fire "smart" rockets. These rockets seek their targets based on digitally encoded images that they can record on the battlefield. In robot mode, he wields a photon pistol that fires intense beams of light. Whenever possible, Blades detaches his rotors for use in hand-to-hand combat. He combines with the rest of us to form Defensor.

WEAKNESSES

Strong winds greatly interfere with Blades' flight in helicopter mode. Because of the punishment he puts his rotors through, they're prone to chips and fractures that require frequent maintenance.

ALTERNATE MODE

HELICOPTER



AUTOBOT

FIRST AID

PRIMARY FUNCTION: DOCTOR

SUB GROUP:
PROTECTOBOT

BIO

First Aid is one of the most empathetic of all Transformers. He feels sympathy for any being he sees in pain, from the most basic carbon-based organism to the most highly developed robotic life form. First Aid's compassion even extends to inanimate objects, he winces if someone punches a wall or wrecks a piece of equipment. He wants to see everything functioning in perfect condition and without suffering, so he tirelessly works to repair the seemingly endless damage caused by war. Although the introverted doctor agrees with Grooves anti-war tendencies, First Aid has overcome his initial hesitation to engage in combat. Still, he is deeply affected by seeing even Decepticons damaged; watching Blades gleefully teaming through the enemy has been known to make First Aid ill. But First Aid knows that if the Autobots don't fight to win, the hurting will never stop for anyone, so he struggles on. His guilt over being involved in combat only makes him work that much harder to heal his comrades, which they greatly appreciate despite First Aid's sometimes overly cautious preventative prescriptions.

"AN OUNCE OF MAINTENANCE IS WORTH A POUND OF CURE."



WEAPONS/ABILITIES

Subject has great intelligence and amazing skill in medicine, maintenance, Transformer physiology and repair, and electronics. In vehicle mode, he can travel at a maximum speed of 110 mph for a distance of 500 miles. He has the option of deploying a double-barreled decrystalizer cannon that undermines the basic crystalline structure of most metals, making them weaker and more susceptible to damage. In robot mode, he wields a photon pistol that shoots blinding beams of light. Each of his fingers has a variable-level laser generator; he can use them as laser scalpels on his fingers for precision surgery, or concentrate the energies and fire laser blasts through his fists. He joins with the other Protectobots to form Defensor.

ALTERNATE MODE



AMBULANCE

WEAKNESSES

Subject has below-average strength and speed. Use of his decrystalizer cannon can cause malfunctions in his electrical systems.

AUTOBOT

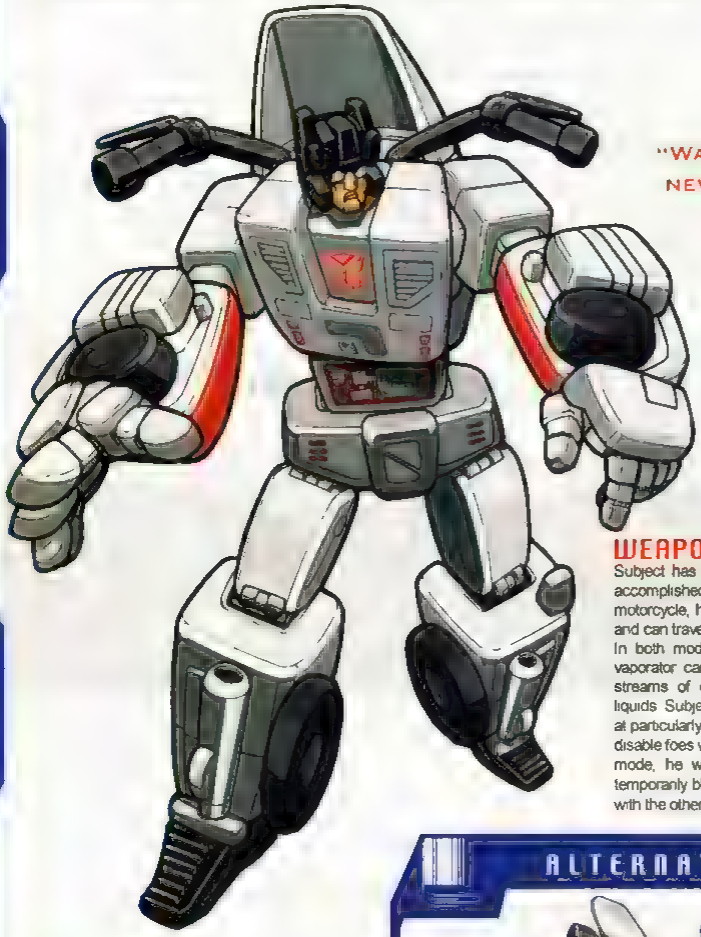
SUB GROUP:
PROTECTOBOT

GROOVE

PRIMARY FUNCTION: SCOUT

BIO

Groove dreams of being a wanderer, roaming freely under the open skies of any world that strikes his fancy. Although he appreciates all the friends he makes, Groove doesn't like to settle down in any one spot too long because he wants to move on to the next exciting new experience that life has to offer. He's an easygoing, poetic robot who can find something to be happy about basically anywhere. Except where there's war. The battle between the Autobots and Decepticons has robbed Groove of his chance to travel freely because he's committed to being a part of the Protectobot team until the conflict is resolved, and it's forced him to endure the horrors of combat on an almost daily basis. For the tranquil and pacifistic Groove, this is the worst thing he could ever have to witness, and he struggles with it constantly. He and his closest friend on the team, First Aid, have discussed at length the nature of war and what better options might be—to no avail. Groove hates violence, and he finds it hard to mesh his beliefs with his role as an Autobot. When he sees mechanoids like Blades reveling in the fury and chaos of war, Groove feels utterly alienated and alone, wondering what the point of it all is.



"WAR IS A PROBLEM, NEVER A SOLUTION."

WEAPONS/ABILITIES

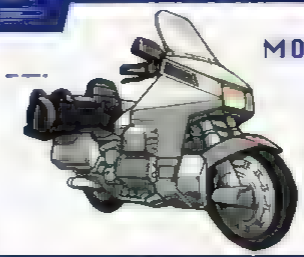
Subject has great intelligence, and he is an accomplished scout and infiltrator. As a motorcycle, he has incredible maneuverability and can travel at 140 mph for up to 800 miles. In both modes, he has access to his two vaporator cannons, they shoot concentrated streams of corrosive, freezing, or oxidizing liquids. Subject can target these with precision at particularly vulnerable areas, allowing him to disable foes without too much conflict. In robot mode, he wields a photon pistol that can temporarily blind most Transformers. He joins with the other Protectobots to form Defensor.

WEAKNESSES

Subject is often reluctant to fight back when under attack, trying to reason with his opponent or otherwise find a nonviolent solution. This puts him in very dangerous situations on a regular basis.

ALTERNATE MODE

MOTORCYCLE



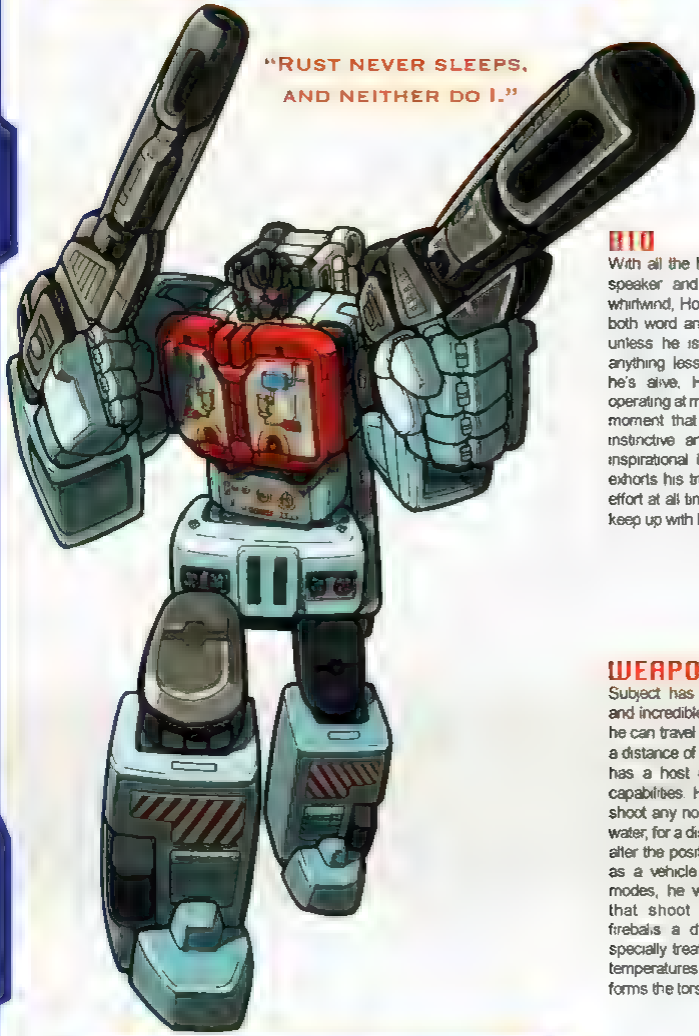
AUTOBOT

HOT SPOT

PRIMARY FUNCTION: LEADER

SUB GROUP:
PROTECTOBOT

"RUST NEVER SLEEPS, AND NEITHER DO I."



BIO

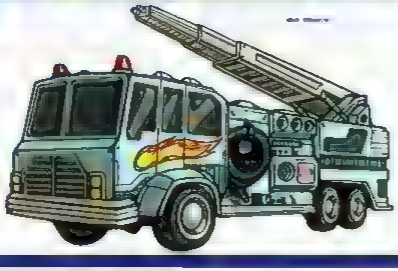
With all the hyperbole of a motivational speaker and the energetic fury of a whirlwind, Hot Spot is all about action in both word and deed. He's not satisfied unless he is at the center of activity; anything less, and he doesn't feel like he's alive. Hot Spot is dedicated to operating at maximum efficiency for every moment that he's functional. He is an instinctive and canny fighter, and an inspirational leader who charismatically exhorts his troops to give 110% of their effort at all times. Unfortunately, few can keep up with his manic pace.

WEAPONS/ABILITIES

Subject has above-average intelligence and incredible strength. In vehicle mode, he can travel at speeds up to 90 mph for a distance of 600 miles. In this mode, he has a host of fire-fighting and rescue capabilities. His hose-line is designed to shoot any non-corrosive liquid, including water, for a distance of 1,200 feet. He can alter the position of his ladder to operate as a vehicle carrier if needed. In both modes, he wields two fireball cannons that shoot 2,000° Fahrenheit blue fireballs a distance of 15 miles. His specially treated armor is invulnerable to temperatures up to 5,000° Fahrenheit. He forms the torso of Defensor.

ALTERNATE MODE

FIRE TRUCK



WEAKNESSES

Aside from the doggedly determined Streetwise, few of Subject's troops can live up to his tireless example and standard of operating efficiency. His overly frequent use of his fireball cannons can cause them to backfire, spilling the flammable liquid that fuels them.

AUTOBOT

SUB GROUP:
PROTECTOBOT

STREETWISE

PRIMARY FUNCTION: INTERCEPTOR

BIO

Streetwise notices the things that others let slip by them and more importantly, he remembers them. From maps to road signs to colloquial expressions, Streetwise notes everything he sees or hears for future reference. Thus he can drive through a city with intimate knowledge of its twists and turns after only a glance at a map and understand with ease what the locals are saying. During the Protectobots' emergency rescue operations, Streetwise is often dispatched to track whatever Decepticon was responsible for the mess while the others focus on cleanup. His amazing eye for detail and adaptability make him an excellent and determined tracker, and his clever streak helps him stay a step ahead of what his prey is thinking. Invariably, when the Protectobots have regrouped to tackle the threat, Streetwise leads them right to their target.

"YOU HAVE TO KNOW WHERE YOU ARE BEFORE YOU KNOW WHAT TO DO."



WEAPONS/ABILITIES

Subject has great intelligence, and he's one of the most notable trackers of the Transformers. He's equipped with receptors that can tap into computer systems and download available electronic information from local resources, allowing him to obtain maps, historical information, and other data for use while on the hunt. His ability to adapt and mesh with cultures is second only to Jazz. In vehicle mode, he can travel at 180 mph for up to 400 miles at a time. Subject can deploy a trunk-mounted double-barreled air compressor cannon that has enough power to knock an airborne Decepticon out of the sky at a distance of 50 miles. He carries a photon pistol that can be set to fire destructive light beams, or bright flashes that can disable optic sensors. He joins with the Protectobots to form Defensor.

WEAKNESSES

Subject often ignores the need to refuel when deeply involved in a tracking mission which can lead him to run out of power in the middle of the hunt. The ceaseless way he pushes himself while hunting his targets can cause him to overheat.

ALTERNATE MODE//

POLICE CAR



AUTOBOT

DEFENSOR

PRIMARY FUNCTION: DEFENSIVE OPERATIONS

SUB GROUP:
PROTECTOBOT

BIO

Defensor's dedication to protecting life is the result of all five Protectobots' basic ideals. Although they have wildly varying methods, all of them firmly believe in the Autobot ideal of preserving innocent life. This mental cohesion leads to Defensor being one of the most effective combining Transformers. His responsibility to protect innocent life forms is one that Defensor takes on with grim seriousness. His compassion for living beings is intense, and he forms an instinctive bond with all his charges, although some can't or won't reciprocate. Sometimes the beings he is trying to protect, like humans, can't differentiate between the terrifying Decepticons and the hulking Defensor. Other Autobots often explain to him that this is a sad fact he'll have to accept, but Defensor refuses. He is convinced that someday the Autobots will be accepted as the protective benefactors they are, regardless. Defensor is willing to put every ounce of his energy into defending the lives of the innocent.

"AS LONG AS ONE INNOCENT BEING IS THREATENED, NONE ARE TRULY FREE."



WEAPONS/ ABILITIES

Subject utilizes combiner technology [See Combiners] to merge the five Protectobots into one unique being. He has above-average intelligence and immense strength: he can lift 300,000 lbs. using only one of his powerful arms. Subject is impervious to most Transformer-scale artillery and temperatures as high as 5,000° Fahrenheit. He can generate a protective circular force field around himself; it can extend up to 50 feet around him. He also wields Hot Spot's fireball cannons for offensive purposes.

WEAKNESSES

Subject can suffer brief mental lapses when the Groove segment of his unified mind wanders. His force field is extremely draining on his energy reserves and can only be used for a minute at a time at best. He is not particularly fast.

AUTOBOT

PROWL

PRIMARY FUNCTION: MILITARY ANALYST/STRATEGIST

[From the Datatracks of Jazz, Autobot Special Operations]

BIO

Prowl's as cool planning a battle as he is fighting one. That's why he's one of the best we've got. If Optimus Prime has a problem that needs tactical advice or a field commander, Prowl's the bot he turns to. Prowl's loyalty to Prime and the Autobot cause is unwavering—just like his devotion to finding a logical reason for just about slaggin' everything. He's got strong notions about truth, meaning, and justice. Although all this is a huge asset to his military work, it does make him a little bit stiff when it comes to more social interactions. Sometimes cracking a joke will just get you a funny look from Prowl—you dig? This leaks over to his treatment of the troops—he's not a real fan of anything he considers insubordination, even when Prime tolerates it. This often puts him at odds with our dino-buddy Grimlock—maybe because it's obvious both of them see themselves as the future leader of the Autobots. Grimlock doesn't really care how he gets there, but all Prowl wants is Prime's blessing.



"LOGIC IS THE ULTIMATE WEAPON."

WEAPONS/ABILITIES

Prowl's got above-average strength, but his strongest attribute is his exceptional intelligence. He's got one of the most well-developed logic centers there is, and he's got an amazing capacity to catalog information, from classic battle tactics to political etiquette. Prowl can analyze what's going down on the battlefield and come up with a counter-tactic in no time flat. He's armed with two optional shoulder-mounted wire-guided missile launchers and a gun that fires electrically charged energy blasts or corrosive acid pellets.

WEAKNESSES

Prowl can't deal with illogical actions—lemme rephrase. Prowl doesn't let himself deal with illogical things. He's so stuck on finding a logical meaning that he sometimes forgets that he can be just as spontaneous or innovative as anyone. As it is, things like deconstructionism, intertextuality, even presuppositions can frazzle Prowl.

ALTERNATE MODE//

POLICE CAR



PUNCH

PRIMARY FUNCTION: DOUBLE AGENT

SUB GROUP:
DOUBLE SPY

"IN MY BUSINESS, THERE ARE NO FRIENDS, ONLY SUSPECTS."



BIO

Knowing what to say and when to speak or remain silent are the prerequisites for undercover work, so Punch carefully measures his words as if they were worth a fortune in Energon. Most take this as a sign of the quiet, clear-headed Autobot's grim determination, after all. Punch always seems calm and in control, ready to take charge and solve problems at any moment. Inside, however, he's a nervous wreck. He's quiet and reserved because the less he says, the lower the chances of him being exposed as an Autobot double-agent and forced to suffer a painful demise at the hands of the Decepticons. Punch is utterly paranoid, even around his true Autobot comrades. The risk of having his mission discovered by the Decepticons drove Punch to create a full and deep personality for "Counterpunch," creating an illusion of a hair-trigger, violent warrior who's as much a Decepticon as any mechanoid. The gimmick worked all too well. The razor-edged tightrope that Punch has been walking while masquerading as his merciless alter-ego has left him with more mental problems than anyone realizes. Counterpunch is so complete a disguise that even Punch isn't aware of the fact that Counterpunch has gradually developed a life of his own. In a way, Counterpunch is a way for Punch to indulge in all his darker impulses with total impunity and lack of guilt—after all, it's not really him doing it. Although he has thus far stayed loyal to his actual Autobot allegiance, Punch has started having "blackouts" as Counterpunch where he can't account for his own whereabouts. He hasn't reported this to his superiors because he's sure he can keep it under control. In his core, though, he nervously wonders who really is in control—him or Counterpunch.

DECEPTICON

SUB GROUP:
DOUBLE SPY

COUNTERPUNCH

PRIMARY FUNCTION: DOUBLE AGENT



WEAPONS/ABILITIES

Subject has very slightly above-average strength and great intelligence. He is a skilled spy and infiltrator as well as a capable actor and canny judge of character. His ability to make rapid situational analyses is impressive, as is his knowledge of security and undercover tactics. Subject transforms into a vehicle mode with a maximum speed of 160 mph; he can maintain this speed for up to 1,200 miles. Subject's design allows him to transform from vehicle mode into either of two robot modes: Autobot or Decepticon. In Autobot mode, Subject wields a twin mortar cannon with a range of 3,000 yards. As a Decepticon, he wields a photon cannon designed to destroy a target's circuitry, tearing them apart internally.

WEAKNESSES

Subject is suffering from increasingly severe MPD (multiple personality disorder). Left untreated, the damage may be irreversible for Punch, not to mention the Autobot cause should the secrets he holds be turned over to the Decepticons.

ALTERNATE MODE

SPORTS CAR



QUAKE

PRIMARY FUNCTION: GROUND ASSAULT

SUB GROUP:
TARGETMASTER

BIO

If Quake were any smarter, he'd be a real threat. As it stands, he is an incredibly dangerous and unpredictable foe hindered only by his utter lack of common sense. His attacks are passionate and barbaric, but his lack of focus means that they're sometimes directed at his own comrades! Quake doesn't mean to endanger his fellow Decepticons; he's just so enthusiastic about destruction that he sometimes loses track of what he's doing. His Targetmaster partner Tiptop is working hard to cajole Quake into shaping up. Tiptop was a Nebulan [See Nebulon] circus strongman and champion bodybuilder who turned his exercise routine into a worldwide diet and motivational speaking sensation. He was discredited when the media revealed that his diet was ineffective and in fact dangerous, and that Tiptop achieved his physical gains through the use of illegal muscle-enhancing chemicals. He joined the Decepticons to strike back at those who exposed his secrets. He finds it difficult to get along with the shifty Heater. Quake's other Targetmaster, a former street thug and chemical dealer with a smart mouth and an aversion to real work.

"NOTHING LASTS FOREVER... SO WHY NOT DESTROY IT NOW?"

TARGETMASTER: TIPTOP

TARGETMASTER: HEATER



WEAPONS/ABILITIES

Subject has incredible strength, endurance, and overall resistance to damage. In tank mode, his maximum speed is 75 mph with a range of 250 miles. His plasma cannon (also useable in robot mode) can fire powerful energy blasts up to 40 miles. Subject's tank treads can excrete a special adhesive which allows him to climb up even vertical surfaces. Subject's Targetmaster partner [See Targetmasters] Tiptop transforms into a gyroscopic destablizer rifle which destroys its targets' balance centers. Heater becomes a double-barreled photon pistol. The two can combine to form one rifle; whoever is acting as the barrel has his power boosted by the other. Either one can also act as the barrel of Quake's tank mode.

WEAKNESSES

Subject's battle tactics, while sometimes inventive, often backfire because he fails to plan ahead. He also consumes fuel at a high rate and overheats more easily when attempting to climb a particularly steep surface in tank mode.

ALTERNATE MODE

TANK



AUTOBOT

SUB GROUP:
TARGETMASTER

QUICKMIX

PRIMARY FUNCTION: CHEMIST

BIO

Quickmix was the type of lab partner everyone wanted to avoid when they were studying at the Institute of Chem stry. Now, as then, he's a know-it-all who always thinks he has the right answer. Quickmix eagerly jumps on others for being too slow to keep up with him (despite his own absent-minded tendencies), and he gets extremely ag tated if one of h s more di igent and thorough comrades proves him wrong about something. This impatience also spills over to h s work ethic; he s so quick to get to work on some new idea he's had that he rarely completes his initial projects. His Targetmaster partner Ricochet is a temperamental Nebulan [See Nebulon] artist who switches moods as fast as Quickmix becomes ag tated; sometimes he'll be eager to fight, and other times he'll have to be coerced onto the battlefield. Targetmaster partner Boomer is a cheerful but dimwitted loudmouth whose only marketable skill is his boundless enthusiasm. He can often be found trying to calm Quickmix down or perk Ricochet up.

"THE FASTER IT IS, THE BETTER I LIKE IT."

TARGETMASTER: RICOCHET



TARGETMASTER: BOOMER



WEAPONS/ABILITIES

Subject has above-average intelligence and strength as well as an adequate knowledge of most forms of chemistry. In vehicle mode, he can reach a maximum speed of 150 mph. His mixing drum can be used to concoct offensive and defensive chemical compositions in both modes. His Targetmaster partner Ricochet [See Targetmasters] transforms into a submachine gun that fires bursts of armor-piercing explosive rounds. Boomer becomes a sonic pulse cannon, capable of creating gentle sounds or deafening and physically destructive waves. They are useable in both of Subject's modes and can combine to form an even more powerful weapon. Whichever Targetmaster forms the barrel in the combined mode has his powerlevel boosted by the other.

WEAKNESSES

Subject's bad temper alienates coworkers, and his short attention span and lack of attention to detail deter him greatly in his work.

ALTERNATE MODE//

CEMENT MIXER



QUICKSWITCH

PRIMARY FUNCTION: ASSAULT WARRIOR

SUB GROUP:
SIX CHANGER

"A CONFUSED ENEMY IS A DEFEATED ENEMY."



BIO

Among those rare Transformers who are biomechanically inclined to multiple transformations, Quickswitch is the first Autobot Six Changer. His capacity to change form is written so deep in his spark that it dominates his entire personality. He's moody at best and unstable at worst—Quickswitch can't maintain an emotion or feeling for very long before it turns into something else, often entirely different. Witnesses have reported him exhorting his comrades to show mercy before a battle and then tearing through Decepticons with all the compassion of an energo-scythe. Quickswitch's problem is deeper than a few crossed wires, and it's one that he's tried to correct... yet all medical tests show that there's absolutely nothing wrong with him, in terms of mental functioning. Quickswitch suspects that the Decepticon Sixshot, the first Six Changer, may somehow possess the clue needed to equalize his own mental processes. The one unchanging thing about Quickswitch is that he's determined to get the answers to his origin and solution to his problems.

QUICKSWITCH

CONTINUED

WEAPONS/ABILITIES

Subject possesses above-average strength, intelligence, and overall endurance. He is a Six Changer, able to transform between modes at three times the speed of the average Transformer. Subject is a highly skilled warrior who knows how best to utilize his six-changing ability to maximize Decepticon casualties. Aside from his robot mode, he can also transform into a high-powered, jet propelled Transformer-sized laser pistol, an assault hovercraft cruiser, an armor-piercing drill tank with reinforced titanium drill bits, a fighter jet with suborbital capabilities, and a four-legged beast with stealth shield capabilities. He is armed with two photon blasters in all modes.

WEAKNESSES

The inconsistency in Quickswitch's thought processes sometimes makes him as confused as his enemies.

ALTERNATE MODES



AUTOBOT

RAD

PRIMARY FUNCTION: AEROSPACE ENGINEER

SUB GROUP:
ACTION MASTER

BIO

Rad moves between the cliques of cocky Autobot warrior jocks to the intellectual halls of academia with enviable ease, but he doesn't feel obligated to belong to either group. He's got all the moves of a first-rate combatant, coupled with the intelligence of a brilliant scientist. He mixes those rational problem-solving skills with daring and risk-taking, making him a favorite among the Autobot warriors despite his modesty. Rad is unimposing but devilishly clever, and his helpful nature and polite attitude make it difficult not to like him—although there are those who try. Some are jealous of his wide range of skills and confidence, but the positive Rad takes it in stride. He's too busy trying to keep Lionizer, his raging Targetmaster partner, under control to worry about who's wishing to be him.



"THINK BEFORE YOU SHOOT, BUT SHOOT BEFORE YOU'RE SHOT!"

WEAPONS/ABILITIES

Subject has above-average strength and great intelligence. His primary scientific specialty is aerospace engineering, and he's an expert on the design and function of everything from suborbital to intergalactic craft. He's also an exceptionally skilled warrior. In robot mode, he's armed with a particle blaster which fires silicate particles that erode or destroy targets. His Targetmaster partner [See Targetmasters] Lionizer becomes an atom-smasher rifle that can break down anything it hits on an atomic level or create instability that results in powerful explosions. Subject's particle blaster can combine with Lionizer in both modes to boost its power.



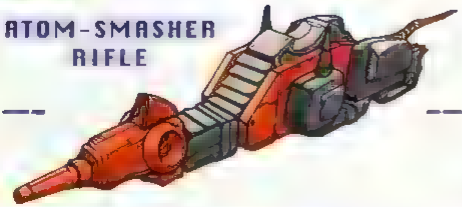
ACTION MASTER:
LIONIZER

WEAKNESSES

Although not arrogant, Subject's confidence in his skills can lead him to take on more responsibility than he can reasonably handle. Lionizer often drags the duo into conflicts Subject would rather avoid.

ALTERNATE MODE//

ATOM-SMASHER RIFLE



AUTOBOT

RAINDANCE

PRIMARY FUNCTION: VIDEO CORRESPONDENT

BIO

Raindance is a flashy and talkative Autobot who wants to use his position as a video reporter to make himself an intergalactic star of the Autobot/Decepticon war. He's constantly irritated that he can't be in the shots he takes of whatever story he's covering. His partner Grand Slam is greatly agitated by Raindance's lack of objectivity and by his willingness to interfere in battle when covering stories, while Raindance is frustrated by the elder reporter's strict code of journalistic ethics. Despite his thrill-seeking and self-glorifying tendencies, Raindance is a dedicated documenter who will take any risk to record the best images of an event. He's glib, funny, and popular, with thousands of stories to tell about all the exciting battles he has covered. Grand Slam just wishes Raindance would stop looking at war as a vehicle for stardom and start treating it with more dignity.

"EVERY PICTURE TELLS A STORY."



WEAPONS/ABILITIES

Subject has above-average intelligence and an exceptional skill at photography and cinematography. In jet mode, he's got excellent maneuverability and can reach speeds of 300 mph for 150 miles. He is also equipped with antigravity projectors that allow him to hover. He's armed with two air-to-air proton missiles, which are ostensibly only for self-defense. He's capable of recording up to .24 vorns of images. He combines with Grand Slam [See Grand Slam] to form Slamdance [See Slamdance].

WEAKNESSES

Subject's jet mode is awkward to use in normal circumstances and has very low strength.

ALTERNATE MODE//



CASSETTE

AUTOBOT

RAMHORN

WARRIOR

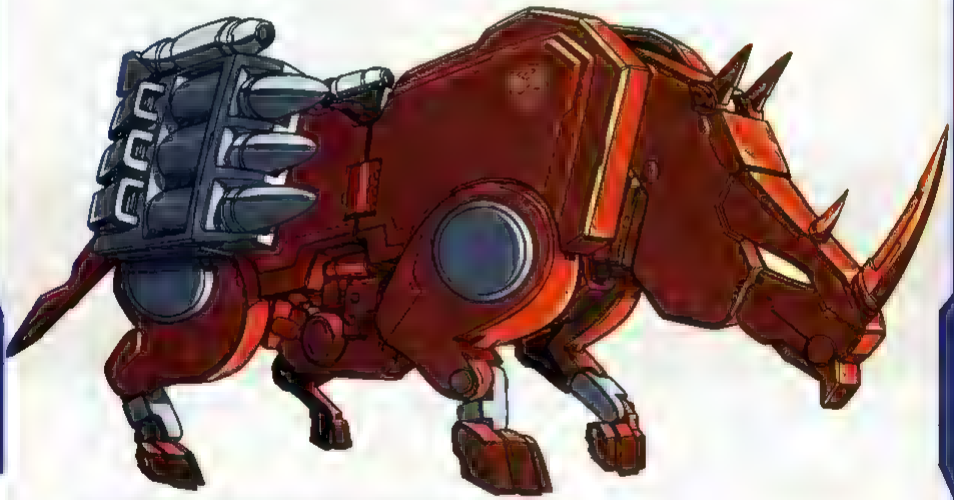
BIO

Ramhorn breaks all beings into two categories: those who respect his territory, and those who don't. Those who do are tolerated, while those who do not are destroyed. For Ramhorn, only this simple outlook on life is acceptable. He's so protective of his territory that even fellow Autobots have to be careful around his things to keep from being roughed up by the easily enraged warrior. Those who've tried to get an answer about it from him are told that it all "boils down to respect," before Ramhorn gives them a preemptive thrashing just to "teach them a lesson." Most have learned to deal with Ramhorn from a safe distance, but the furious Ramhorn does have a softer side. Although he's as harsh to his comrades as his foes, he won't tolerate anyone threatening someone whom he feels has treated him with respect. Several conscientious Autobots, including Blaster, benefit from a fierce protector whom they're not even aware of.

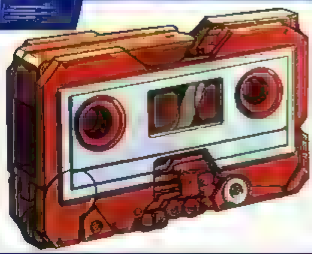
WEAPONS/ABILITIES

Subject is extremely strong and powerful in rhino mode; his nearly unstoppable charge can overturn a fully loaded 18-wheeler with ease. He is armed with two missile launchers each of which can fire three independently targeting laser-guided heat-seeking rockets. These projectiles can hit targets up to 12 miles away. In cassette mode, Subject can produce powerful vibrations that can destroy any machinery he is in contact with.

"FLEE BEFORE ME OR ELSE YOU'LL FALL BEFORE ME."



ALTERNATE MODE//



CASSETTE

WEAKNESSES

His bad attitude makes Subject a poor warrior when it comes to following orders.

DECEPTICON

RAMJET

PRIMARY FUNCTION: WARRIOR

"IF IT FLIES, CRASH IT."



BIO

If it hurts—someone else or him, it doesn't matter—Ramjet likes it; he gets his kicks from pain. He'll punch, bash, or ram anything he can just for the thrill of it. He particularly loves to knock other aircraft out of the sky. Whether a civilian airliner or Autobot flyer, it makes no difference to Ramjet. He loves the feeling of smashing into something at high speed, and he's built to survive these collisions with little damage—unlike his foes. Ramjet is particularly fond of the surprise his victims feel, since they rarely expect another jet to willingly crash into them. Ramjet strives to keep the skies clear of anything he considers unworthy of sharing the air with him, and he's insufferably boastful and arrogant about it.

WEAPONS/ABILITIES

Subject has great strength, and amazing endurance and resistance to damage. He is heavily armored throughout his body and especially his nosecone which can shrug off an impact with a 3-foot concrete wall at 1,500 mph with no ill effects. In jet mode, he flies at speeds of Mach 2.8 and is armed with two cluster bomb launchers. As a robot, he's armed with two high-powered laser rifles. A glitch in his pain receptor wiring gives him an amazingly high pain threshold.

WEAKNESSES

Subject's delusions of invulnerability and masochism cause him to overestimate his resistance to damage. His pride makes him refuse to admit it when this occurs resulting in his sustaining severe damage rather than admitting he couldn't take it.

ALTERNATE MODE

JET



DECEPTICON

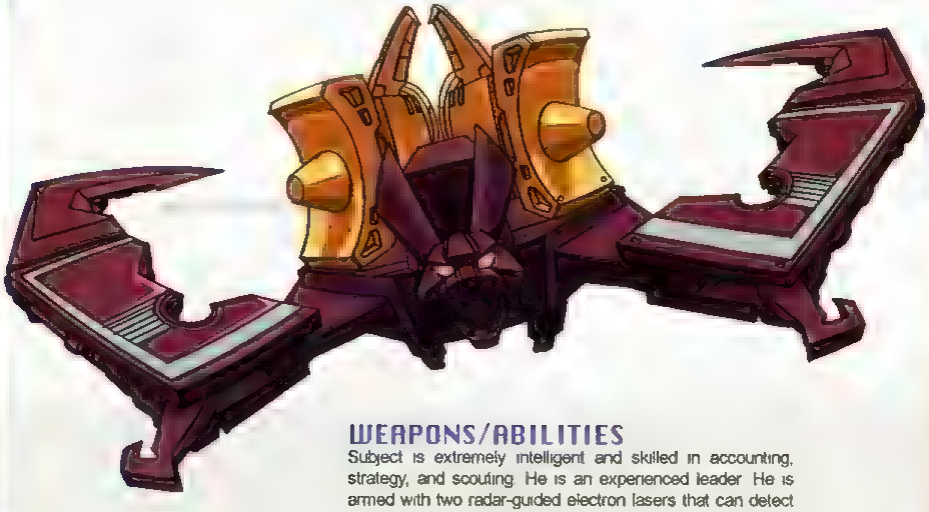
RATBAT

PRIMARY FUNCTION: FUEL SCOUT

BIO

The bottom line is all that concerns the business-minded Ratbat. He's cold and ruthless, with accounting principles for maximizing profit and gain in the place of a moral compass. When Ratbat looks at someone, comrade or foe, his brain only registers the credits and debits they represent. He has no friends and doesn't hesitate to "write off" any business partner whose usefulness has expired. Ratbat is convinced of his own continuing usefulness because of his precious skills, but he secretly harbors abiding resentment about his new, less-imposing physical form.

"THE ROAD IS MY DINNER PLATE."

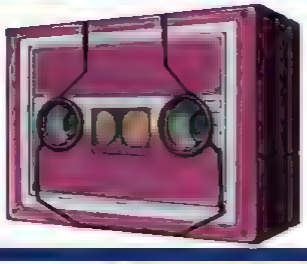


WEAPONS/ABILITIES

Subject is extremely intelligent and skilled in accounting, strategy, and scouting. He is an experienced leader. He is armed with two radar-guided electron lasers that can detect the movement of an object as small as 1 cm. They also function as chemical sensors that can detect fuel traces as low as a one part per quadrillion airborne particles. He uses them to locate and differentiate between potential fuel sources. He also possesses diamond-hard fangs that can penetrate most armors; they are capable of absorbing any Energon present and transferring it to Subject. They can also be used as mini chemical converters to change other forms of energy (such as gasoline) into a useable fuel for Subject. He can fly at a maximum speed of 65 mph for 200 miles at a time.

ALTERNATE MODE

CASSETTE



WEAKNESSES

Subject's wings are vulnerable to artillery fire. His personnel management and interaction skills are severely lacking.

AUTOBOT

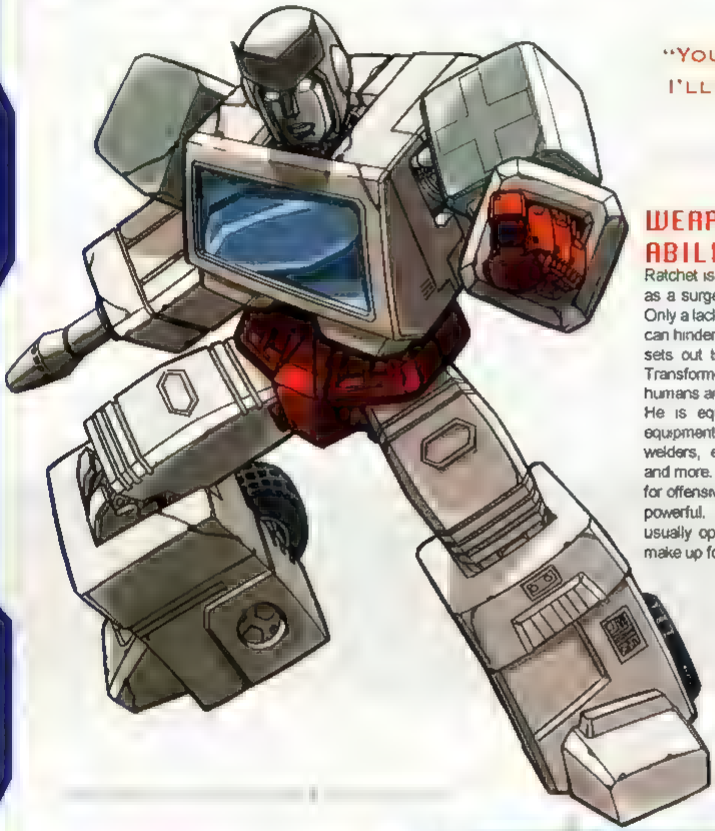
RATCHET

PRIMARY FUNCTION: MEDIC

[From the Datatracks of Optimus Prime, Autobot Commander]

BIO

Quite simply, Ratchet is the single greatest medical practitioner among the Transformers. But that label doesn't begin to describe who he is as a mechanoid. In fact, Ratchet's attitude and personality belie his exceptional skills; he's a light-hearted jokester known for his ability to convert anything into a good time. Watching him rally the troops for a party and step to the head of the line for an Energon-stand might seem to contradict most medical stereotypes, but I understand that Ratchet wants to keep the Autobots healthy mentally as well as physically. His loose wit and coarse language help everyone to relax, and don't infringe on his gentle and compassionate operating technique. Ratchet makes sure he's the Autobots' friend first and their doctor second, and his iron determination has kept him stoic in the face of war. Whether it's because of our friendship or his own personality, Ratchet is much quicker to question my decisions than some others. I feel he does this out of genuine concern in most cases (despite his colorful language), and I'm glad to have someone around who's willing to speak his mind to me.



"YOU BREAK IT, I'LL REMAKE IT."

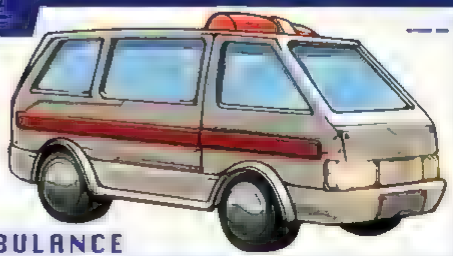
WEAPONS/ ABILITIES

Ratchet is highly intelligent, and his skills as a surgeon and doctor are unmatched. Only a lack of materials or time constraints can hinder him from achieving anything he sets out to do. He is fully versed in all Transformer physiology as well as that of humans and most known galactic species. He is equipped with assorted medical equipment, including laser scalpels, arc welders, electrical sensors, diagnostics, and more. The laser scalpels can be used for offensive purposes, but they aren't very powerful. In combat situations, Ratchet usually opts for a standard laser rifle to make up for his lack of inherent firepower.

WEAKNESSES

Ratchet isn't very strong or resistant to enemy weapons. Occasionally, his desire to party can interfere with his work. Like most Autobots, Ratchet didn't plan on becoming a career soldier. Thankfully, he's starting to adapt to his job as a warrior and combat medic.

ALTERNATE MODE



AMBULANCE

RAVAGE

PRIMARY FUNCTION: SABOTEUR

BIO

Ravage is dedicated to the Decepticon ideology, and he's one of the best examples of their ideal war machine: he is ruthless to his foes, loyal to his leaders, and operates largely without fear. In addition, he is surprisingly clever and useful in the plotting of new and unexpected strategies to use against the Autobots. Yet Ravage only truly comes alive when he is working alone under the cover of the darkness he loves. Only then, when he is directly enacting the Decepticons' diabolical plots, does he feel like he's living up to his dedication to their cause. Ravage stays quiet and aloof among most Decepticons who respect his deeds but sometimes underestimate him because of his form. Ravage is unconcerned; he knows it's no coincidence that he has been present at many of the Decepticons' most stunning victories.

"TODAY'S AUTOBOTS ARE TOMORROW'S SCRAP METAL."

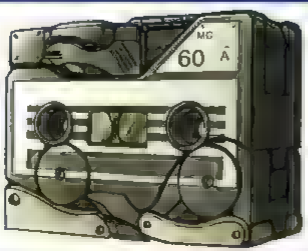
WEAPONS/ABILITIES

Subject is extremely intelligent and skilled at infiltration, demolitions, and information gathering. He is also a capable tactician. In jaguar mode, he can practically disappear from detection thanks to many redundant stealth systems. He has an internal emissions damper that can absorb most of his electromagnetic and other energy emissions, keeping him hidden from detection devices. He walks without sound and has a skill for remaining unseen in darkness or dim light. He possesses enhanced hearing and sense of smell, plus a range of electromagnetic wave monitors. Subject is armed with two proton bombs with a yield of 1 megaton; they can be fired over 3 miles or set with a timer.



ALTERNATE MODE

CASSETTE



WEAKNESSES

Subject has an acute light sensitivity and can be blinded by sudden or direct light.

AUTOBOT

RED ALERT

PRIMARY FUNCTION: SECURITY DIRECTOR

BIO

[From the Datatracks of Inferno Autobot Search & Rescue] Ol' Red Alert's always on guard for something—anything—outta the ordinary. He'll stop in the middle of a conversation and get a faraway look, sniffing at the air and scanning for traces of danger. That freaky, nervous behavior doesn't make Red Alert very popular among the Autobots, but no one faults his dedication to his job. Anything that even hints at a problem immediately has Red Alert thinking about danger and prepping to sound an alarm. It's nearly impossible to get him to unwind and relax for a bit—believe me, I've tried. He doesn't understand the meaning of "off-duty." Even though he's good at his job, there have been a few times that Red Alert got paranoid about something and caused a false alarm. But, hey, there's nothing wrong with being careful, right?

"CAUTION CAN NEVER BE OVERUSED."



WEAPONS/ABILITIES

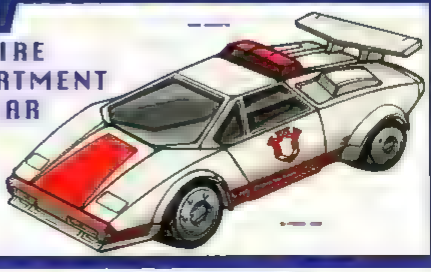
Subject has above-average intelligence and an encyclopedic understanding of security procedures and protocols. He has extremely enhanced sensory perception; he can pinpoint a 2 cm object at a distance of 1,200 feet or hear a microchip drop from 1.4 miles away. His olfactory sensors can detect trace odors as weak as 2 parts per million. He can remotely trigger an internal alarm in most Autobots to inform them about emergency situations.

WEAKNESSES

Subject's mental processing ability often can't keep up with the sensory and situational information he receives. This state of cognitive overload leads to his overall nervousness as he strives to process all the information and sometimes causes him to act irrationally. He has been known to suffer from paranoid sensory hallucinations, hearing or seeing "something" that might be a threat but isn't actually present. Poor reactions to these situations can lead to injury for him or others.

ALTERNATE MODE

FIRE DEPARTMENT CAR



AUTOBOT

RED HOT

PRIMARY FUNCTION: SEARCH AND RESCUE

SUB GROUP:
MICROMASTER
RESCUE PATROL

BIO

Red Hot takes great pleasure in his job with the Rescue Patrol; he's always looking on the bright side of things and enjoying the situation to the fullest, even if it's a full-scale Decepticon assault. It's no secret that he's an action junkie, he enjoys trading blasts with Decepticons as much as he likes rushing through a burning building to rescue its inhabitants. As long as it's exciting, Red Hot's satisfied. His penchant for seeking thrills doesn't interfere with his core motivation to save lives, for which Fixit and the others are grateful.

"THE HOTTER THINGS GET, THE BETTER I LIKE IT."

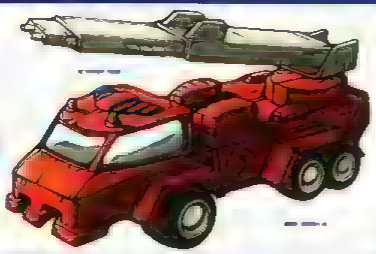


WEAPONS/ABILITIES

Subject has above-average intelligence. In vehicle mode, he is fully equipped for firefighting with fire-retardant chemical foam launchers, an extending rescue ladder, and a water hose. His body is coated in a heat-resistant alloy that allows him to withstand extreme temperatures. In robot mode, he possesses average strength.

ALTERNATE MODE

FIRE ENGINE



WEAKNESSES

Subject sometimes overworks himself, he's often so involved in his intense activity that he forgets to refuel. His vehicle mode is not very maneuverable.

DECEPTICON

SUB GROUP:
REFLECTOR

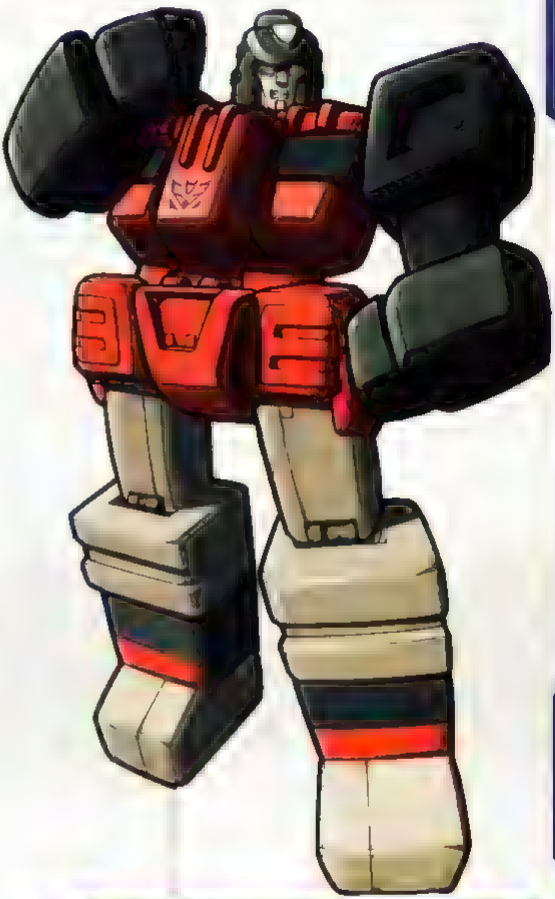
SPECTRO

PRIMARY FUNCTION: RECONNAISSANCE

"WATCH EVERYTHING AND EVERYONE, BUT ALWAYS WATCH YOUR OWN BACK THE CLOSEST."

BIO

Spectro is the most simple-minded of the trio that comprises Reflector. He is largely a tool, useful only when someone points him in the right direction and gives him a direct order. When the three of them are working together, Spectro is always relieved that the responsibility has been taken off his shoulders. Although he's quick to accept credit, he's also the first to assess blame on someone else to protect himself. His loyalty to his comrades, Viewfinder and Spyglass, is always in question if it seems they'll get him in trouble.



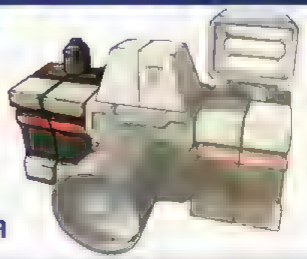
WEAPONS/ABILITIES

Subject possesses above-average strength. He has exceptional skill at tracking and processing sensory information, making him excellent for reconnaissance or monitor duties. In robot mode, he's armed with a chemical cannon that coats its targets with corrosives that damage their armor and make them easier to spot visually. He joins with Spyglass and Viewfinder to form their Reflector camera mode. [See Spyglass. Viewfinder]

WEAKNESSES

Without direct orders, Subject spends more time worrying how to shift blame in case something goes wrong than doing actual work.

ALTERNATE MODE



CAMERA

DECEPTICON

SPYGLASS

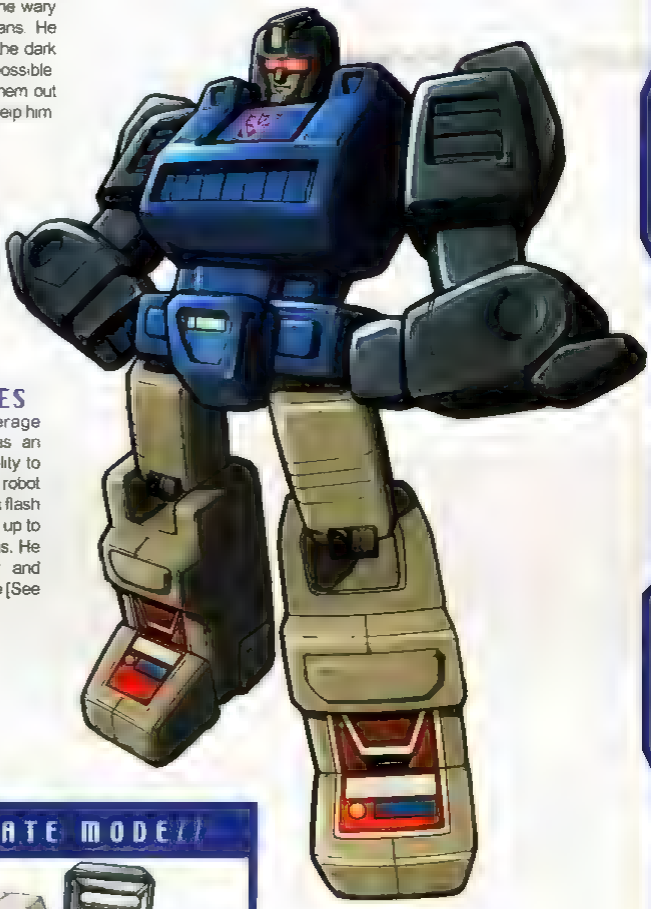
PRIMARY FUNCTION: RECONNAISSANCE

SUB GROUP:
REFLECTOR

BIO

Spyglass is absolutely obsessive about his work, from spying to monitor duty. He wants to find out everything he possibly can about everyone, mainly to better understand their weaknesses. When Viewfinder comes up with a scheme Spyglass is always his giddy partner; he's eager to do anything he can to get ahead. Spyglass often has to convince the wary Spectro to go along with their plans. He also has to work to keep him in the dark about as much of the plot as possible knowing that Spectro would sell them out in a second if he thought it would help him.

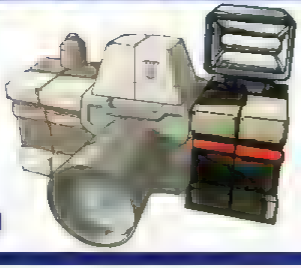
"IF IT CAN BE OBSERVED, IT CAN BE CONQUERED."



WEAPONS/ABILITIES

Subject possesses above-average intelligence and strength. He has an uncanny eye for detail and an ability to process sensory information. In robot mode, he carries a laser rifle and a flash cannon that can blind enemies for up to 15 seconds with a burst of photons. He joins with comrades Viewfinder and Spectro to form their camera mode [See Spectro, Viewfinder].

ALTERNATE MODE



CAMERA

WEAKNESSES

Subject exhibits no known physical weaknesses

DECEPTICON

SUB GROUP:
REFLECTOR

VIEWFINDER

PRIMARY FUNCTION: RECONNAISSANCE

"SEE AND YOU CAN KNOW:
KNOW AND YOU CAN DESTROY."



BIO

Viewfinder is the leader of the Reflector trio, and he is by far the most despicable of the group. His love for observation matches the others', but his ability to find fault in others is unmatched, even by Spyglass. Viewfinder waits for someone—friends, foes, and otherwise—to make a mistake, and then takes advantage any way he can. He's particularly fond of blackmailing fellow Decepticons when he notices them shirking their duty or making some other error that would require punishment from their superiors. Viewfinder is absolutely thrilled that the group was assigned to monitor all of Cybertron's hidden cameras and spying devices, since it provides him with a wealth of blackmail material.

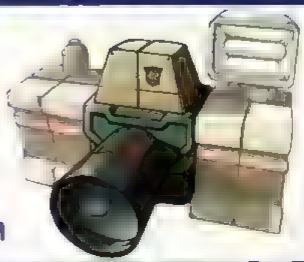
WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence. He has exceptional visual acuity and ability to track and process sensory information. Combines [See Combiners] with Spectro and Spyglass [See Spectro, Spyglass] to form the Reflector camera. In camera mode, Reflector possesses infrared, X-ray, and energy wave sensors—it can track enemy movements in the dark, through objects, and from miles away. They can also utilize Spyglass' flash cannon in this mode.

WEAKNESSES

Subject is so impressed with his own abilities that he is prone to overlooking his own mistakes.

ALTERNATE MODE



CAMERA

AUTOBOT

REPUGNUS

PRIMARY FUNCTION: COUNTER-INTELLIGENCE

SUB GROUP:
MONSTERBOT

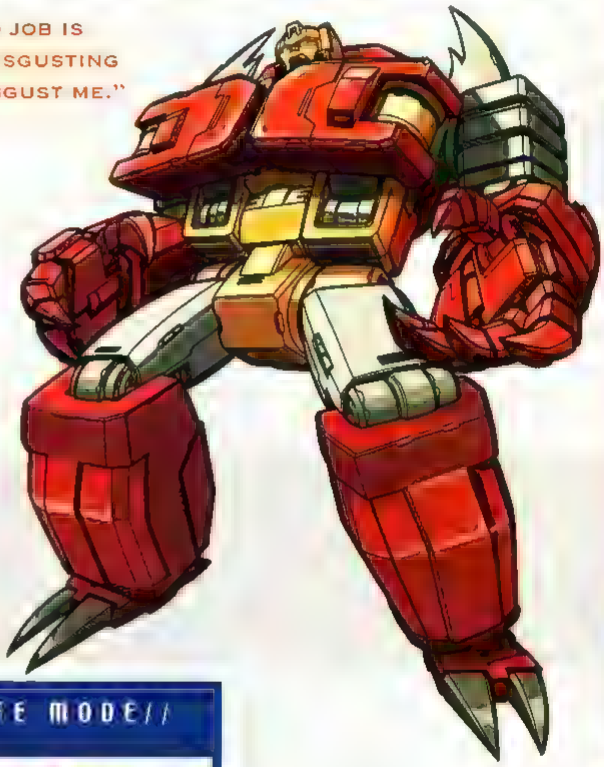
BIO

Repugnus is so ruthless that even anarchic outcasts like the Dinobots are wary of him. This suits Repugnus perfectly well. He's a sneering, vicious outsider who acts like he doesn't want or need anyone's acceptance or approval, least of all his military superiors. Flagrantly and proudly insubordinate, Repugnus has been kicked out of the Autobots time and again for gross misconduct and the perpetration of violent acts more befitting a Decepticon war criminal than an Autobot. Repugnus laughs whenever this happens, though because he knows it's always only a matter of time until Autobot command comes crawling to ask him back, begging him to take a mission. This is because the fearless and amoral Repugnus will do absolutely anything, no matter how heinous or evil, to accomplish his job—and his skills are legendary. In times of war, even the most upstanding military commander knows he needs troops willing to take the dirtiest, darkest missions, and that's where Repugnus comes in, missions that would make a more moral and conservative Autobot ill only make Repugnus smile. Assassination, deep cover infiltration, and torture are just a few of his specialties. No one is certain what event in his past made him the monster he is today or why he continues to remain loyal, ultimately, to the Autobot cause.

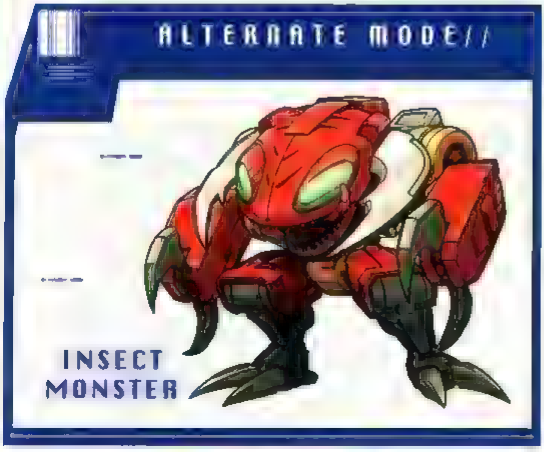
"NO JOB IS TOO DISGUSTING TO DISGUST ME."

WEAPONS/ ABILITIES

Subject is extremely intelligent, with great endurance and physical resistance to damage. He has impeccable skill in all forms of espionage, counter-intelligence, and reconnaissance work, as well as less-reputable arts like assassination, misinformation and morale disruption, and more. In robot mode, he wields a venom laser that poisons its target's fluids, slowing their mental processes and paralyzing them for brearns at a time. In creature mode, his optic sensors can see in infrared and X-ray vision; they can also emit a dazzling color display and strobe effect to disorient any viewers. His razor-sharp, super-tough claws can tear through most materials and also contain chemical, audio, and electromagnetic sensors. He has a powerful flamethrower located in his mouth in this mode; he uses his vise-like mandibles to hold foes in place while he melts them to slag and shreds them with his claws. Subject's ability to circumvent the rules and do whatever it takes to perform his mission is his greatest asset.



ALTERNATE MODE//



INSECT MONSTER

WEAKNESSES

Subject is especially slow-moving in his creature mode. He is not liked or trusted by even his fellow Autobots, and there are rumors that there are those who wish to eliminate him among his own comrades.

AUTOBOT

SUB GROUP:
MICROMASTER COMBINER

RETRO

PRIMARY FUNCTION: LONG RANGE DEFENSE

BIO

Uncompromising and determined, Retro will do whatever it takes to hold the line. He saw too many Autobot cities and strongholds fall to Decepticon onslaughts to be responsible for it happening again. Retro exhorts Surge and everyone else who works with him to fight with every fiber of their being to prevent their defenses from being overcome. His pleas rarely fall on deaf audio sensors because everyone can plainly see how the ghosts of past battles haunt Retro. No one wants him to experience that again.

"PERSEVERANCE LEADS TO TRIUMPH."



WEAPONS/ABILITIES

Subject is a front-end Micromaster Combiner [See Combiners]. He joins with Surge to form a crane truck and can also link with any other rear-end Combiner to form a new vehicle mode. Subject possesses incredible strength despite his small size. In vehicle mode, has above-average speed. With Surge [See Surge], he commands the Autobot Missile Launcher Transport.

WEAKNESSES

Subject's tactics are not very forward-thinking; he's too focused on how not to lose ground to think about how to advance and improve the situation.

ALTERNATE MODE

CRANE TRUCK



REWIND

PRIMARY FUNCTION: ARCHIVIST

BIO

Rewind has an unquenchable desire for knowledge and he seeks it out voraciously. Unfortunately, he's particularly fascinated by tidbits of trivial information, like the number of support arches in a regulation gladiatorial arena in the era of Sentinel Prime. When not focused on some other task, he's got his attention securely focused on unearthing more arcane factoids to amuse himself and his comrades with. Although he's somewhat more reserved than his comrade Eject, Rewind is a friendly mechanoid who's popular among his comrades. His superiors only object when his entertaining question-and-answer trivia games distract the Autobots from more pressing work.



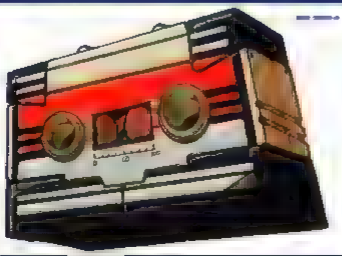
"TOO MUCH INFORMATION IS NEVER ENOUGH."

WEAPONS/ABILITIES

Subject is extremely intelligent and highly skilled in all known physical and electronic information archiving and retrieval technologies and methods. He has a specially designed internal light-matrix based memory system with a near-infinite capacity for data storage. He can instantly add and retrieve information; he can also release some of the light energy to turn himself into a blinding beacon. He is armed with two adhesion rifles that fire unbreakable metal-bonding glue.

ALTERNATE MODE

CASSETTE



WEAKNESSES

Subject's quest for trivia can sometimes draw his attention away from his research. He is prone to suffering painful headaches when he tries to absorb too much information too quickly.

DECEPTICON

ROADBLOCK

PRIMARY FUNCTION: GROUND FORCES COMMANDER

SUB GROUP:
PRETENDER

PRETENDER SHELL

"TO SHOW FEAR IS TO ADMIT DEFEAT."



BIO

Roadblock knows no fear, and he'll gladly spit hydraulic fluid on the graves of those who do—Autobot or Decepticon. He has no compassion for those who show weakness, and his troops often fear him more than what might happen to them in battle. In this respect, Roadblock is an excellent leader and motivator, since his troops know they'll get no aid from him should they fail; they fight their hardest to avoid being left to die on the battlefield. If his troops are ever reluctant to fight, Roadblock will just enter the fray by himself. Few are foolish enough not to follow him into battle after he does this; they know what will happen to them once Roadblock returns, as he always does.

DECEPTICON

ROADBLOCK

WEAPONS/ABILITIES

Subject possesses amazing strength in all modes, and his already high resistance to damage is enhanced by his shell's thick armor plating. He is highly intelligent and a fierce warrior. Extensive fuel reserve tanks give him extremely high endurance. Subject is a Pretender [See Pretenders] whose outer shell can contain both the inner shell and robot form or be driven by either. It can also be remote-controlled via its infrared-based navigation and tracking system, and is armed with two shatter-cannons and a hydraulic battering ram. Acetylene cutters on the ram and studded wheels make the vehicle extremely efficient at clearing away debris or Autobots, and its internal heat generators allow it to create a thermal force field around itself. Inner shell transforms into a wind cruiser capable of reaching subsonic speeds, it is armed with two plasma blasters in both modes. Inner robot transforms into a land vehicle armed with a launcher that fires armor-corroding rust bombs. All weapons are useable by the outer vehicle shell.



WIND CRUISER

WEAKNESSES

Although he has no physical weaknesses, Subject's leadership style invites mutiny from terrified soldiers.

ALTERNATE MODE//

HALF-TRACK TANK



AUTOBOT

ROADBURNER

PRIMARY FUNCTION: URBAN PROTECTION

SUB GROUP:
MICROMASTER
COMBINER
METRO SQUAD

BIO

Roadburner is the most kind and empathetic of the Metro Squad, and it shows in his work. In the worst disaster and under the heaviest fire, he can be found holding out his hand or rescue crane to help someone in need. He refuses to give up until all hope is lost, and even then he's been known to struggle on. The unfortunate flip side of this dedication is that Roadburner takes it very hard when he is unable to save someone. Even though the unit is one of the most skilled in its field, there are inevitable situations where they don't succeed, and Roadburner finds that difficult to accept

"PROTECTING LIFE IS THE MOST UNSELFISH ACT OF ALL!"



WEAPONS/ ABILITIES

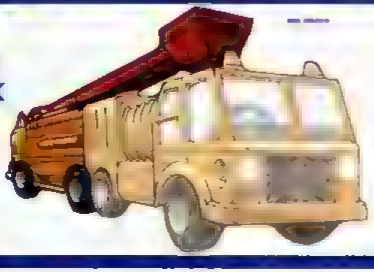
Subject has great strength despite his small size. He is a rear-end Micromaster Combiner [See Combiners] who joins with Wheelblaze to form a firetruck. he can also combine with any other front-end Combiner to form a new vehicle mode. In vehicle mode, Subject has an extending basket crane that he uses in his rescue operations. Subject's armor is resistant to very high temperatures. He has a good understanding of combat medicine as well as basic first aid for a variety of life forms.

WEAKNESSES

Subject becomes morose if there are any losses during a mission. Also, his tires are less resistant to heat than his body making them susceptible to popping.

ALTERNATE MODE

FIRE TRUCK



AUTOBOT

ROADBUSTER

PRIMARY FUNCTION: GROUND ASSAULT COMMANDER

BIO

The fact that Roadbuster has made himself into a walking weapons arsenal is a testament to his only true passion: combat. He's bored out of his mind if he's not in the middle of a heated firefight, so much so that he becomes uncharacteristically quiet and withdrawn if he hasn't fought in a while. Roadbuster only feels alive when he's heading to a battle, fighting on the battlefield, or just stepping away from another victory. He starts to perk up immediately when planning for a mission and then truly starts to shine once the bullets and plasma blasts start flying. He's a fearless and unconventional fighter who won't hesitate to launch a surprise attack on unsuspecting Decepticons just to pass the time. Roadbuster's intense determination and charismatic quips during battle inspire other Autobots. He's always there to motivate the troops when they need it most. He's such a natural leader and fighter that some Autobots are concerned about what he'll do after the war is finally over. They wonder, secretly, if death in battle might be the only thing that saves Roadbuster from a melancholy lifetime of looking back at his glory days.



"WAR'S A DIRTY BUSINESS... AND I'M AS DIRTY AS THEY COME."

WEAPONS/ABILITIES

Subject has above-average intelligence, and great physical strength and endurance. He's an excellent soldier and field commander. In his vehicle mode, he can traverse the roughest terrain at speeds up to 65 mph, with a range of 600 miles. He's armed with a powerful laser-targeted cannon in this mode as well as a series of explosive and smoke canisters (all useable in robot mode). As a robot, he has a shoulder-mounted shrapnel rocket launcher that is self-targeting and has a 360° attack range. He's also armed with a rapid-fire automatic rifle that fires armor-piercing shells.

WEAKNESSES

Subject is physically very powerful, but he is prone to wearing down his weapons through overuse. His desire for combat sometimes causes him to jump into a battle before thinking through the consequences.

ALTERNATE MODE//



4WD COMBAT VEHICLE

ROADGRABBER

PRIMARY FUNCTION: GUNNER

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"DESTRUCTION HAS A BEAUTY ALL ITS OWN."



BIO

Roadgrabber's noxious cruelty is typified by a cold and sadistic fascination with the suffering of others. He satisfies this grim curiosity to its full extent as a gunner in the Decepticon army, watching the aftereffects of his destructive sprees with detached interest. To amuse himself, he'll just blow the knee servos out of a fleeing Autobot and just watch them flail in agony before he'll finish the job. Many of his comrades are frightened by the impassive way Roadgrabber watches these horrors, but they're all amused by the entertainment he provides. Although he's no coward, Roadgrabber is deathly afraid of being injured himself, so he prefers to attack while hidden in the safety of his Pretender shell, until he's sure it's safe for him to come out and "experiment" with the survivors of his furious initial onslaught.

ROADGRABBER

CONTINUED

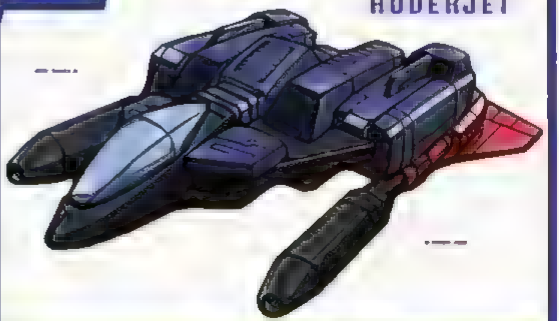


WEAPONS/ABILITIES

Subject possesses great endurance, and above-average strength and intelligence. His outer shell [See Pretenders] is armed with dual-action cannons that alternate as freeze beams or flamethrowers (also useable in hoverjet mode). He can reach speeds of 160 mph and crush foes between his front-mounted claws. As a robot, he is armed with a plasma rifle and can transform into a sub-orbital hoverjet. Boosters in this mode allow him to reach speeds of 3,000 mph.

ALTERNATE MODE

HOVERJET



WEAKNESSES

Subject has no outstanding physical weaknesses, but his cowardice can be a battlefield liability.

AUTOBOT

ROAD HANDLER

PRIMARY FUNCTION: PATROL LEADER

SUB GROUP:
MICROMASTER
RACE CAR
PATROL

BIO

Road Handler has the task of forging the Race Car Patrol into a more effective unit, and the hard-working motivator is putting all his energy into the job. It's a struggle, since he has to act as a buffer between Swindler and Tailspin's polar opposite personalities while simultaneously guiding the aimless Free Wheeler along. He has to put so much effort into getting the others to mesh that he has little time to focus on his own actions, let alone his personal life. That suits Road Handler fine; he's a selfless and dedicated friend and soldier. He's just afraid that the team relies too much on him instead of trusting themselves. Road Handler hopes eventually to wean them off his direct leadership so that they can each function well on their own. He feels that only then will they be able to function as a true team.

"UNWARY WARRIORS SOON BECOME WRECKS."



WEAPONS/ ABILITIES

Subject is highly intelligent and a skilled espionage and reconnaissance agent. He is a capable soldier with a proficiency in wrestling and other hand-to-hand techniques and an excellent leader. As a vehicle, he can attain speeds of 220 mph for a range of 550 miles. He has average physical strength.

ALTERNATE MODE

RACE CAR



WEAKNESSES

Subject is so wrapped up in all his different responsibilities to others that he sometimes neglects his own.

AUTOBOT

RODIMUS PRIME

PRIMARY FUNCTION: PROTECTOR

[From the Datatracks of Ultra Magnus, Autobot City Commander]

"EXPERIENCE IS THE BENCHMARK OF MATURITY."



BIO

I wouldn't want the responsibility. Although Rodimus speaks with the impressive tones of a skilled and charismatic leader, you can see that it's eating away at him. He wants the carefree fun and excitement of a simpler time, but being a leader means always being on duty. Leadership is a constant stream of new and expanding responsibilities, and it requires a focus and dedication that few can maintain for very long—it's a true test of what a being is made of. Rodimus definitely has the dedication; he's committed to protecting absolutely all life, and he's even surer of that than ever. But focus... well, that's always been his problem, hasn't it? Although he seems light years more mature than Hot Rod, he's still got the overwhelming tendency to rush in first and then sort things out later. It's not entirely his fault...he has to act quickly to avoid being paralyzed by the self-doubt that comes from following in Optimus Prime's footsteps. He has to compare his every thought and action to those of his predecessor and idol, and I can see that Rodimus finds himself wanting. He's trying to maintain an image of composure and confidence to support his troops, but it's a constant struggle. Like I said, I wouldn't want that responsibility.

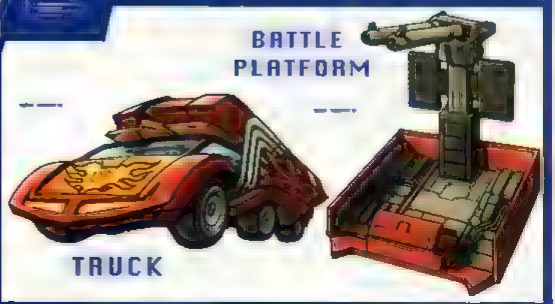
WEAPONS/ABILITIES

Rodimus is incredibly intelligent...he's developed a vast array of tactical and strategic knowledge, although he sometimes ignores this in favor of his tried-and-true hotheaded antics. Physically, he's immensely powerful; few Transformers outside of Galvatron could claim to be more powerful than Rodimus Prime. He's got superb agility as a robot and great maneuverability in vehicle mode. He's an inspiring leader who has earned the respect of his troops because of his utter sincerity and honesty. In robot mode, he's armed with a powerful photon eliminator that fires electrical bursts. In vehicle mode, he has a maximum speed of 200 mph with a range of 500 miles. His trailer can transform into a battle platform with dual plasma cannons, their range is 10 miles.

WEAKNESSES

He doesn't have any physical weaknesses to speak of, but Rodimus' greatest nemesis is his lack of self-confidence. He also has a tendency to act rashly out of concern for innocent lives.

ALTERNATE MODES



AUTOBOT

ROLLBAR

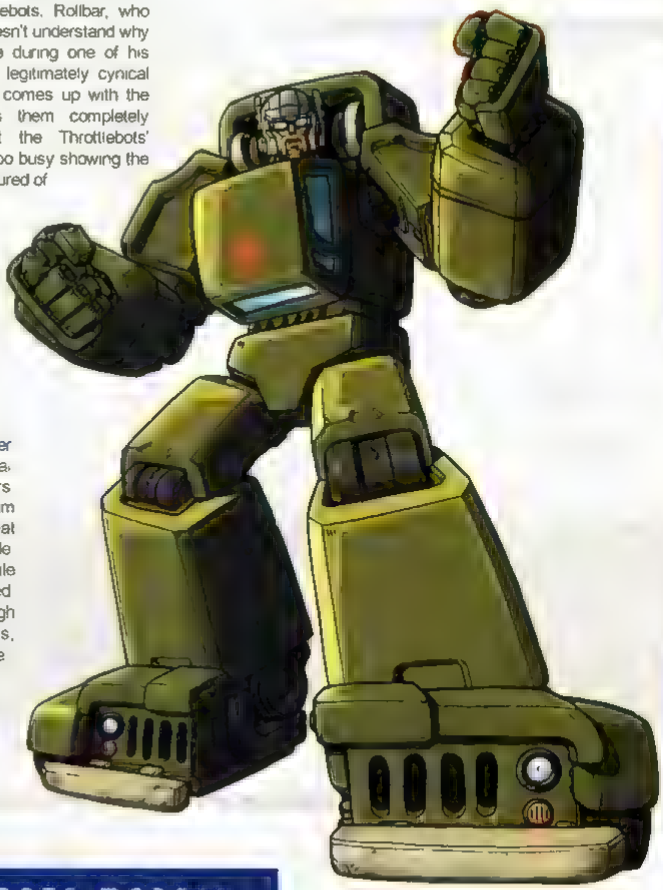
PRIMARY FUNCTION: TRACKER

SUB GROUP:
THROTTLEBOT

BIO

Rollbar is a hard-bitten, brave tough-bot who has been through enough battles to have truly earned his reputation as a capable soldier. He thrives on competition and the opportunity to test his mettle, making his role as an Autobot fighter ideal for him. The trouble is, he peppers his speech with seemingly ridiculous macho clichés that unintentionally elicit laughter from his fellow Throttlebots. Rollbar, who functions as the unit's leader, doesn't understand why they can't keep a straight face during one of his motivational speeches; he's so legitimately cynical and world-weary that he really comes up with the quips himself, and he takes them completely seriously. Rollbar doesn't let the Throttlebots' reactions affect him since he's too busy showing the Decepticons what he's manufactured of.

"WHEN THE GOING GETS TOUGH, THE TOUGH GET DRIVING."



WEAPONS/ ABILITIES

Subject is an exceptional tracker. He has a series of built-in chemical, radiation and audiovisual sensors and recording devices that aid him in his work. He also has great agility, especially in vehicle mode. He can initiate flips and rolls while driving with little or no loss in speed. He is also adept at traversing rough terrain. Like most Throttlebots, Subject uses a standard laser rifle.

ALTERNATE MODE



4WD TRUCK

WEAKNESSES

Subject's internal gyros sometimes malfunction, which results in a diminished sense of balance. This can lead to injury if it happens in the middle of combat maneuvers.

DECEPTICON

ROLLER FORCE

SUB GROUP:
DECEPTICON
RACE TRACK
PATROL

PRIMARY FUNCTION: MOBILE ASSAULT

"UNLESS YOU'RE BEHIND ME, YOU'RE IN MY WAY!"

BIO

Other vehicles and other soldiers are all obstacles to Roller Force, and he will stop at nothing to overcome them. If something is blocking him on the battlefield or roadway, he won't hesitate to bash it to the side in order to get ahead. He's a typically brash, rude punk who thinks he's the best there is and isn't the least bit modest about it. His skills support his beliefs, and his cocky attitude makes him team leader Barricade's outward favorite. Still, Roller Force is aware that Motorhead's skills may someday outmatch his, so he goes out of his way to embarrass him in front of the others whenever possible.



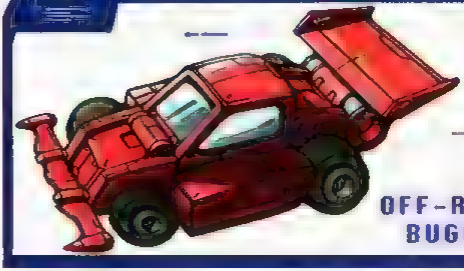
WEAPONS/ABILITIES

Subject possesses great strength despite his size, and he is the fastest member of the Patrol. He can reach speeds over Mach 1.5 with his turbo-powered engine. Apart from Barricade, Subject is the most skilled offensive driver on the team.

WEAKNESSES

Subject's desire to always look like "number one" leads to poor decision making; he can damage himself severely when trying to knock other vehicles off the road or taking on too many foes in combat.

ALTERNATE MODE



OFF-ROAD BUGGY

ROLLOUT

PRIMARY FUNCTION: COVERT OPERATIONS

SUB GROUP:
ACTION MASTER

BIO

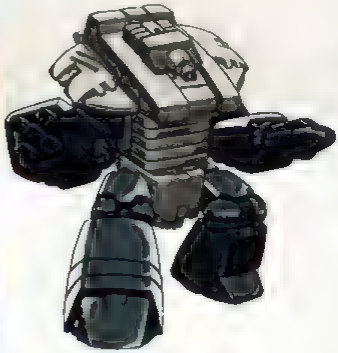
If you catch Rollout on the battlefield, you would never guess his specialty is covert ops. He's a loud, brash, and insensibly courageous tornado of destruction, always looking for the biggest gun so that he can cause the biggest explosion. Off the field, Rollout acts like he's always in the middle of some super-secret cloak-and-dagger operation, answering friendly questions about his work with a terse "That's top secret" or "Sorry, that info is only available on a 'need-to-know' basis." Most Autobots don't understand how such an obnoxious and obvious bot could succeed so well in the world of espionage. The truth is, he doesn't. His partner, Glitch, must constantly follow Rollout around, telling him what to do while on a mission or desperately correcting his near-tragic mistakes. The long-suffering Glitch is a veritable spymaster who keeps Rollout's cover from being blown, but it's the unsubtle Rollout who keeps getting the credit for a job well done.



"THE GREATER THE WEAPON, THE GREATER THE POWER!"

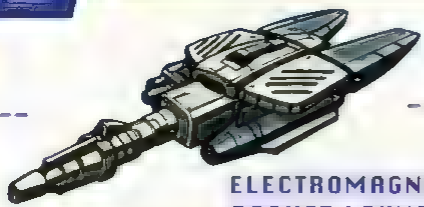
WEAPONS/ABILITIES

Subject has great strength and above-average intelligence as well as a high endurance and resistance to damage. He is casually familiar with espionage tactics. Subject is equipped with a turbo backpack with short-range high-speed flight capabilities. In robot mode, he is armed with a powerful shrapnel gun. His Targetmaster partner [See Targetmasters] is armed with a stun gun and photon blaster, both of these weapons can detach and be used by Subject. Glitch transforms into an electromagnetic rocket launcher that shorts out targets' cerebral impulses. Combined with Subject's handgun, Glitch can fire extremely destructive electromagnetically charged shrapnel bursts.



ACTION MASTER:
GLITCH

ALTERNATE MODE//



ELECTROMAGNETIC
ROCKET LAUNCHER

WEAKNESSES

Subject is basically unsuited for covert work, his blatant tactics would put him in constant danger if not for Glitch's intervention.

DECEPTICON

SUB GROUP:
MICROMASTER

ROUGHSTUFF

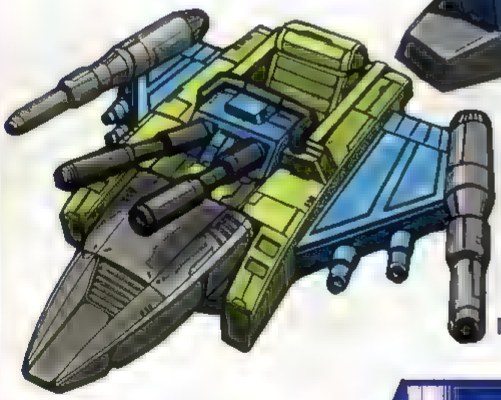
PRIMARY FUNCTION: AERIAL DEFENSE

BIO

Roughstuff doesn't want to miss his opportunity to take a shot, so he doesn't bother aiming—he just fires. Of course, this invariably leads to him not hitting his intended target or, worse, unintentionally hitting a fellow Decepticon. This backward reasoning is typical of his strategies. As the Decepticon command became aware of Roughstuff's lack of skill, they shifted him further and further away from important duties, finally assigning him to the most remote regions possible. Offended, Roughstuff is now extremely trigger-happy, willing to snipe at any Autobot who comes into range just for the chance to get some action.

"SHOOT FIRST, AIM LATER."





FIGHTER JET

WEAPONS/ABILITIES

Subject has above-average strength and endurance. In cab mode, he can reach speeds of 95 mph for a range of 300 miles. His trailer is armed with two proton missiles and a plasma-pulse Gatling gun battery. It transforms into a fighter jet with the same armament and a heat beam in its nosecone that can liquefy most metals. The jet can reach suborbital altitudes.

WEAKNESSES

Subject has below-average intelligence, and his reasoning is often illogical. The hitch in his cab mode is defective, causing the trailer to come loose at times.

ALTERNATE MODE



CAB WITH TRAILER

DECEPTICON

RUCKUS

PRIMARY FUNCTION: COMBAT ASSAULT

SUB GROUP:
TRIGGERCON

BIO

One look at the dsheveled, dented Ruckus is generally enough to make most mechanoids reconsider starting any trouble with him. They reason that anyone that looks that bad but is still strutting around must be hard. They're right. Ruckus is one of the meanest, loudest, and bravest Decepticon warriors still functioning, and he has no problem standing out in a crowd. In addition to his incredibly loud voice, he always looks like he just stepped off the battlefield because he usually has—and more than likely he just won. He was once a much smaller being, but he was rebuilt into this new form as a reward for valiant service while heavily damaged. Now, Ruckus is willing to take death-defying risks at all times, partially because he doesn't care what damage he sustains during a battle. His only concern is victory, and he wears his wounds and their accompanying pain as a badge of pride.

"I TAKE A LICKING AND KEEP ON TICKING."

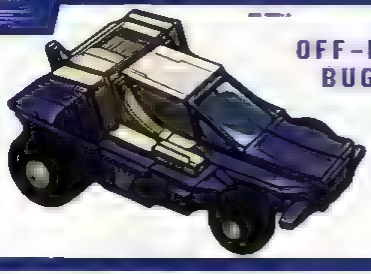


WEAPONS/ ABILITIES

Subject is immensely strong, highly intelligent, and has an unprecedented resistance to damage. Apart from superficial physical wounds, it is very difficult to cause him serious harm. He is a highly skilled warrior. In vehicle mode, he can reach speeds of 190 mph for a range of 570 miles. In this mode, he can activate a noxious oil slick. In both modes, he is armed with two rocket launchers that fire mercury-tipped explosives; a single missile can create a 50-foot deep crater.

ALTERNATE MODE

OFF-ROAD BUGGY



WEAKNESSES

Subject exhibits no known physical weaknesses, but his tendency to bash opponents physically (especially in vehicle mode) leads to a constant need for spare parts and repairs.

DECEPTICON

RUMBLE

PRIMARY FUNCTION: DEMOLITIONS

BIO

If someone looks at Rumble the wrong way, they'll catch a punch to the optic sensor—if they're that lucky. Rumble acts without hesitation, and it doesn't matter to him that he's much smaller than many of his foes. Because of his size, most aren't prepared for the ferocity of the mean-spirited Decepticon's attack, let alone his ground-shattering powers. He's a tough and foul-mouthed street punk whose violent nature has blossomed to its true calling within the ranks of the Decepticon army. Rumble loves being in the toughest "gang" in the galaxy, and he's eager to follow the battlefield orders of proven warriors whom he admires, like Soundwave and Megatron. His rebellious attitude occasionally manifests itself when faced with a task he finds boring or wasteful of his time, but fear of retribution quickly puts it in check.

WEAPONS/ABILITIES

Subject can internally generate intense vibrations that can tear the ground apart, destroy equipment, or even shatter his foes. He can send these waves into the ground through his feet, or he can transform his arms into drum-like appendages to direct physically their power. The quakes caused by him have measured as high as 5.4 on the Richter scale. He is also armed with two laser rifles.

"DESTROY WHAT'S BELOW AND WHAT'S ABOVE WILL FOLLOW."

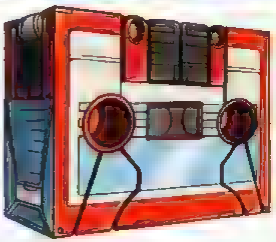


WEAKNESSES

Subject is extremely weak physically. Despite his impressive powers and fierce attitude, most Autobots can best him easily in a physical contest—if they can make it far enough to reach him.

ALTERNATE MODE

CASSETTE



DECEPTICON

RUNABOUT

PRIMARY FUNCTION: SHOCK TROOPER

SUB GROUP:
BATTLECHARGER

BIO

Runabout has a seemingly endless supply of energy that propels him from one evil deed to the next. He doesn't want to stop moving for even an instant for fear that inactivity will ultimately lead to death. His love/hate fascination with dying is apparent in his criminal tendencies. Autobot security experts have classified him as a "serial killer." The more attractive something is, from a living being to a structure, the more Runabout craves to see it destroyed by his hand. Even off the battlefield, Runabout is obsessive about seeking out things and mechanoids to destroy. Analysts have surmised that terminating others gives him a feeling of power over death. Whatever the case, one thing is clear: the bigger the explosion that finishes someone or something off, the happier Runabout is.

"A PRETTY CAR MAKES AN EVEN PRETTIER WRECK."



WEAPONS/ ABILITIES

Subject has slightly above-average intelligence. He has the ability to transform between modes far faster than the average Transformer, making him highly effective at fast attacks. In vehicle mode, his maximum speed is 185 mph for a range of 550 miles. He carries a powerful particle beam rifle.

ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Subject's attention can be distracted from a mission if he sees something he wants to destroy.

DECEPTICON

SUB GROUP:
BATTLECHARGER

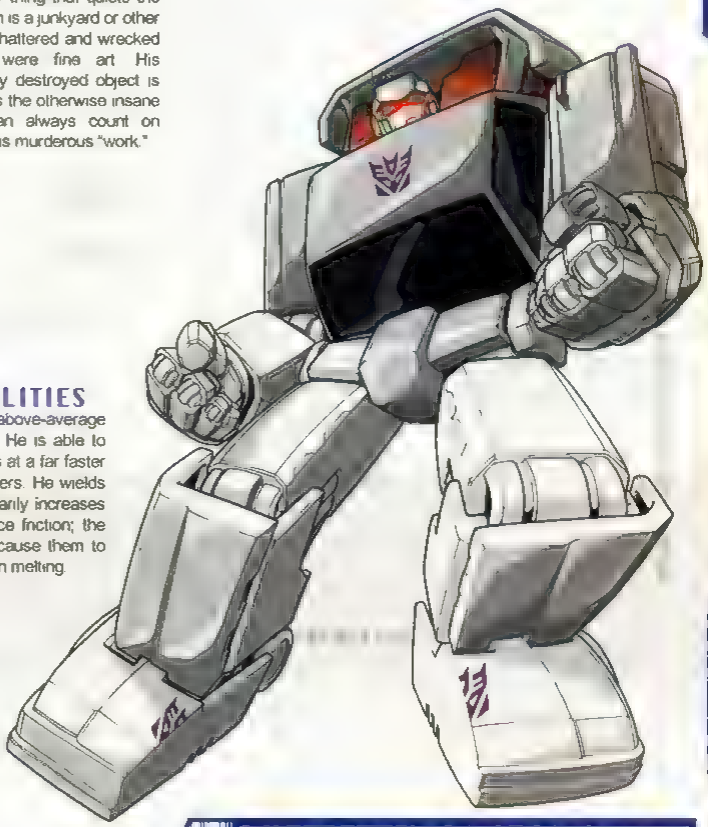
RUNAMUCK

PRIMARY FUNCTION: SHOCK TROOPER

BIO

Runamuck's only concern is to have fun, and he does. He's always laughing and enjoying himself, the only problem is that Runamuck entertains himself by spreading terror and causing destruction. He cackles gleefully, and he barrels recklessly down the roadway, swatting other cars aside with a flagrant disregard for any rules or safety concerns. The only thing that quiets the maniacally wild Decepticon is a junkyard or other scrap heap; he admires shattered and wrecked carcasses as if they were fine art. His appreciation for a properly destroyed object is part of why Runabout likes the otherwise insane Runamuck; Runabout can always count on Runamuck to appreciate his murderous "work."

"THE ROAD IS MY PLAYPEN; CARS ARE MY TOYS!"



WEAPONS/ABILITIES

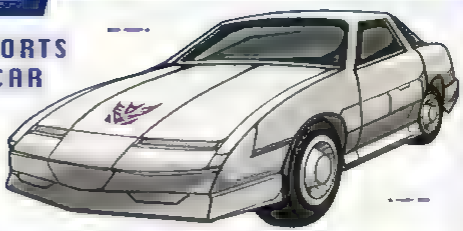
Subject has slightly above-average strength and intelligence. He is able to transform between modes at a far faster rate than most Transformers. He wields a friction rifle that temporarily increases its target's level of surface friction; the slightest movement can cause them to burst into flames and begin melting.

WEAKNESSES

His reckless nature is a large handicap in any situation that requires common sense. Additionally, he is terrified of heights.

ALTERNATE MODE//

SPORTS CAR



AUTOBOT

SANDSTORM

PRIMARY FUNCTION: RECONNAISSANCE

SUB GROUP:
TRIPLE CHANGER

"WHEN THE SMOKE CLEARS,
I'VE CLEARED OUT."



BIO

Reconnaissance work attracts two types of mechanoids: those who do it to avoid danger and those who do it because they thrive on it. The former are happy with the function because they get to avoid the risks of combat as long as they're good enough not to get caught. The latter do it because they get a thrill out of the chance they might get caught and have to fight their way out. Sandstorm is 110% the latter. He daringly jumps at the most dangerous recon missions simply because he's totally bored by anything less. He'll get as close to the enemy as possible to perform his job, and if he has to fight, so much the better. Sandstorm is a confident and capable risk-taker who doesn't let his need for thrills interfere with his job; he gets his kicks and flawlessly performs his role at the same time.

WEAPONS/ABILITIES

Subject is a Triple Changer, able to switch between modes at more than twice the rate of the average Transformer. He has above-average strength and endurance as well as great intelligence. In helicopter and buggy modes, he can use his rotors or tires to whip up furious storms of dust and dirt, effectively blinding the enemy. As a robot, he carries a sandblaster gun that shoots particles of silicate that erode their target.

ALTERNATE MODES



WEAKNESSES

Subject willingly puts himself in dangerous positions on a regular basis; his skill usually gets him out of trouble, but he pushes his luck every time.

AUTOBOT

SUB GROUP:
TARGETMASTER

SCOOP

PRIMARY FUNCTION: FIELD INFANTRY

BIO

Scoop possesses the kind of relentlessly optimistic attitude that endlessly irritates most people with even mildly realistic tendencies. Coming from the considerate and generous Scoop, though, few have a problem with it. He never gives up, whether it's lending a helping hand to a friend for some arduous task or fighting off a particularly insistent Decepticon assault. His years of battle experience have taught him to keep cool in the most dangerous situations, making him most Autobots' top choice for a reliable partner. His Nebulan [See Nebulon] partner Holepunch was a particularly inefficient office manager on his homeworld. He had no real managerial training and no people skills, combined with a bossy attitude; he brings all this and less to the Autobot cause. Anarchic musician Tracer can't stand the way Holepunch tries to enforce his unqualified opinion on the Nebulan Autobots.

"GENEROSITY HAS ITS OWN REWARDS."

TARGETMASTER: TRACER





TARGETMASTER: HOLEPUNCH

WEAPONS/ABILITIES

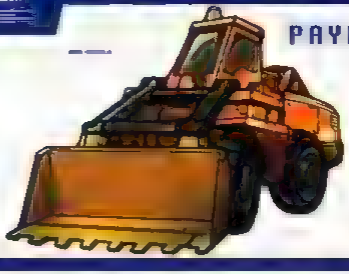
Subject possesses above-average strength and endurance in addition to great intelligence. He is a skilled warrior and field-level tactician. In vehicle mode, his super-hardened shovel is effective for building fortifications, deflecting fire, or even offensive attacks. His Targetmaster [See Targetmasters] partner Tracer transforms into a twin laser-guided ion blaster, while Holepunch becomes a dual compression cannon that can shatter steel. He can use them in either mode, and the two can combine into one super-weapon with the power level of whichever one forms the barrel being amplified by the other.

WEAKNESSES

Holepunch has a tendency to distract everyone from their function with needless comments and self-important requests.

ALTERNATE MODE//

PAYLOADER



SCORPONOK

SUB GROUP:
HEADMASTER

PRIMARY FUNCTION: HEADMASTER COMMANDER

"KINDNESS IS NO VIRTUE...
AND CRUELTY IS NO VICE."



BIO

Scorponok seems to exist solely to terrorize the innocent and cause devastation in the name of the Decepticon cause and his own gain. If his personality seems almost stereotypically evil and unrealistically one-dimensional, that's because he wants it to appear that way. Being a leader in the Decepticon army requires a Transformer to be constantly on guard, physically and emotionally, while radiating an aura of fear and power. Thus, Scorponok actively works to hide a second, secret side of himself: the noble warrior who hopes the conflict will eventually be resolved to the benefit of all Transformers. Ages of projecting a violent, uncaring image would have completely relegated this side of Scorponok to being hidden had he not binary-bonded with Lord Zarak. Zarak was a corrupt right-wing politician on Nebulon [See Nebulon] who saw joining with the Decepticons as a way to further his own agenda. No being, mechanoid, or humanoid truly views himself as evil, so when Zarak saw the effect the conflict had on his people and the Transformers, some small part of him started to question the morality of what he had done. This has prompted Scorponok to wonder very much the same.

DECEPTICON

SCORPONOK

WEAPONS/ABILITIES

Subject is immensely powerful, highly intelligent, and virtually impervious to most armaments. He is a skilled commander and a fearless warrior. In scorpion mode, his tail fires 100 000-volt blasts of electricity. He is also armed with twin pulse blasters (useable in both modes). His base mode has a full complement of scanners, communications equipment, offensive weapons batteries, and repair bays. Fasttrack is a remote-controlled drone that Subject uses to guard his back in combat. In robot mode, Subject wields a fusion-powered anti-gravity gun. His Headmaster partner [See Headmasters] is a capable politician and speaker who is also becoming a skilled military leader.

WEAKNESSES

Subject exhibits no known physical weaknesses, but his subconscious self-doubt—magnified by Zarak's own—could be his undoing.

FASTTRACK



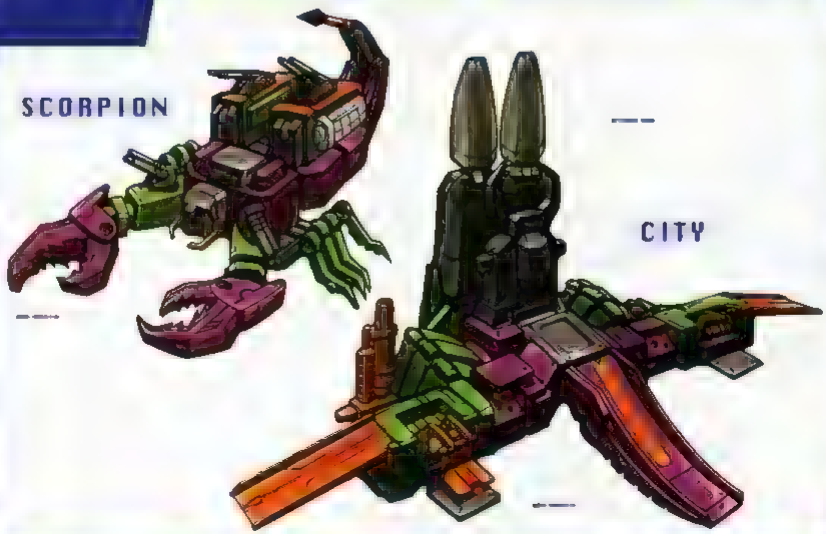
HEADMASTER:
LORD ZARAK



ALTERNATE MODES//

SCORPION

CITY



SCOURGE

PRIMARY FUNCTION: TRACKER

BIO

Imagine a being with no capacity for remorse, warmth, or even compassion—a being for which friendship and basic camaraderie were totally alien concepts that suggested only weakness and folly. Such a being would be more monster than mechanoid, which is an accurate description of Scourge. He is a singularly merciless and unstoppable hunter and killer whose dark allegiance is indicated by his resemblance to his unholy creator. Scourge's fearsome disposition and physical powers make him a god among the Transformers, which should be enough to frighten anyone. But perhaps the most terrifying thing about him is that he represents only the smallest fraction of the strength and evil that is Unicron.

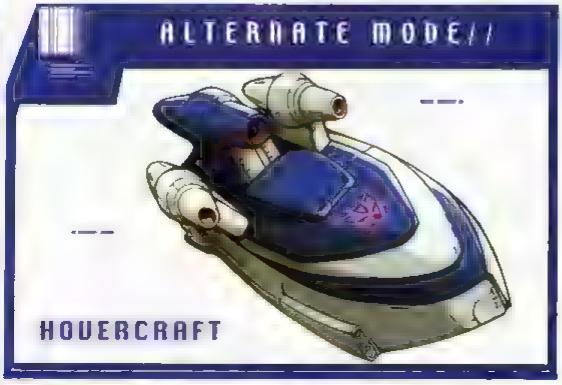
"DESOLATION FOLLOWS IN MY TRAIL."



WEAPONS/ ABILITIES

Subject is highly intelligent. His physical strength and endurance are exceeded only by the likes of Cyclonus and Galvatron. His scanning equipment is powerful enough to trace someone or something from one end of the galaxy to another based on the smallest traces. In hovercraft mode, he is armed with disintegrator cannons that break down the molecular bonds of targets, dissipating them. In robot mode, he is armed with a heat laser that can turn most armor to slag.

ALTERNATE MODE//



HOVERCRAFT

WEAKNESSES

Subject exhibits no known physical weaknesses. His only failing point is his arrogance.

DECEPTICON

SUB GROUP:
SEACON

NAUTILATOR

PRIMARY FUNCTION: UNDERWATER EXCAVATIONS

BIO

Nautilator loves the ocean but the feeling is not reciprocal. He was originally a land-based Transformer who was assigned to the Seacon team without any amphibious training, though he enjoys the environment he is plainly not suited for it. He is a poor swimmer and often has to be rescued from the depths by his Seacon companions, who have grown more than a little tired of his incompetence. Nautilator reacts to his insecurity about being unable to adapt to the water by lashing out at his comrades. He only manages to make himself even more unpopular by blaming them for his own errors.

"BLAME SOMEONE ELSE BEFORE THEY CAN BLAME YOU."

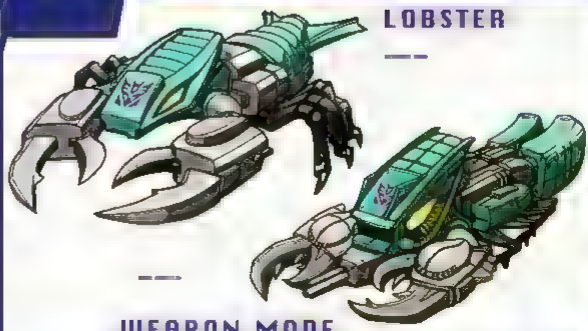


WEAPONS/ABILITIES

Subject has above-average strength and great endurance. His lobster-mode legs contain seismic, sonic, magnetic, thermal, chemical, and electrical sensors that he uses to locate objects of value on the ocean floor. His claws are very powerful and can slice through most metals with ease. His triple crusher cannon fires bands of Energon that encircle a target and tighten until it has been destroyed. He can also convert to a weapon mode where he becomes a cannon that fires heat-seeking torpedoes. Subject can join with other Seacons to form Piranacon. Because of his incompetence, the Seacons often opt to let Subject function as the weapon for Piranacon rather than let him merge with them.

ALTERNATE MODE

LOBSTER



WEAPON MODE

WEAKNESSES

Subject is highly incompetent, and his comrades often consider abandoning him. A gyroscopic error gives him poor navigational abilities, and he starts to rust if exposed to water for longer than 7.23 breems.

DECEPTICON

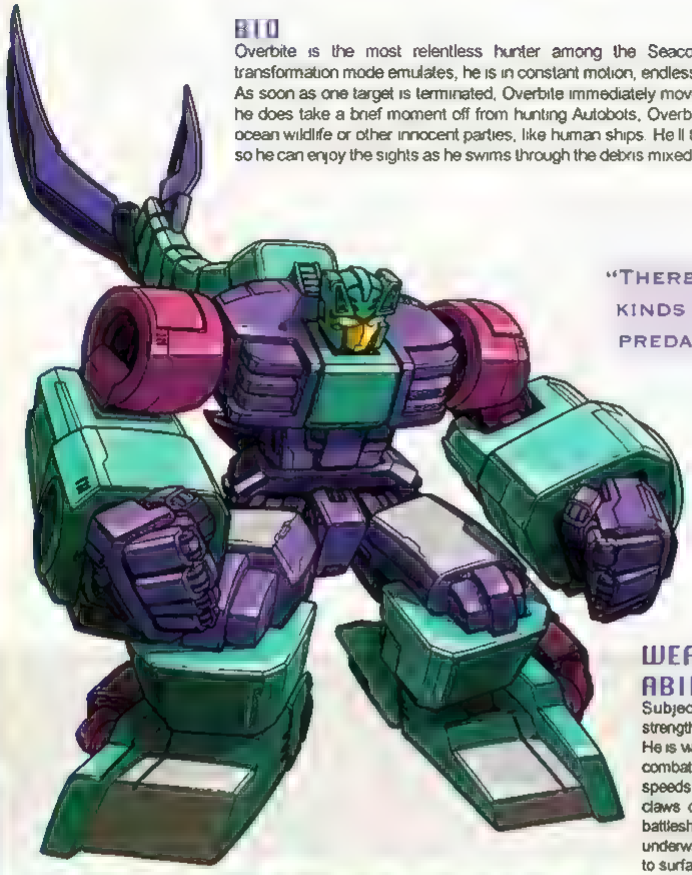
OVERBITE

PRIMARY FUNCTION: UNDERSEA TERMINATOR

SUB GROUP:
SEACON

BIO

Overbite is the most relentless hunter among the Seacons. Much like the shark his transformation mode emulates, he is in constant motion, endlessly searching for prey to destroy. As soon as one target is terminated, Overbite immediately moves on to seek a new one. When he does take a brief moment off from hunting Autobots, Overbite enjoys senseless attacks on ocean wildlife or other innocent parties, like human ships. He'll tear a whole in a cruise ship just so he can enjoy the sights as he swims through the debris mixed with terrified, drowning humans.



"THERE ARE ONLY TWO KINDS OF CREATURES: PREDATOR AND PREY."

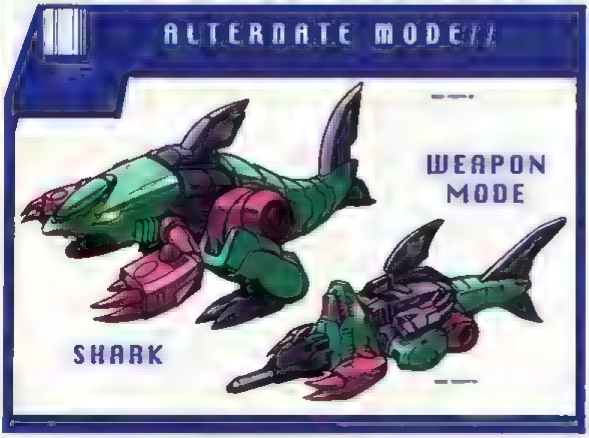
WEAPONS/ ABILITIES

Subject possesses above-average strength, intelligence, and endurance. He is virtually unbeatable in underwater combat. In shark mode, he can reach speeds of 70 knots, and his teeth and claws can tear through the hull of a battleship. He is perfectly adapted to underwater operations and only needs to surface for maintenance check-ups. In robot mode, he carries a freeze beam blaster that can trap his foes in blocks of ice. He can also transform into another offensive mode, becoming a corrosive jawbreaker cannon that also has tidal wave-producing capabilities. He joins with his fellow Seacons to form Piranacon. He was designed to function as Piranacon's main weapon, but Nautilator's incompetence often means he has to act as a limb instead.

WEAKNESSES

On land, Overbite is slow and awkward, losing his combat advantage.

ALTERNATE MODE(S)



DECEPTICON

SUB GROUP:
SEACON

SEAWING

PRIMARY FUNCTION: UNDERSEA RECONNAISSANCE

BIO

Seawing takes an arrogant pleasure in the fact that the ocean's creatures, and even some of his fellow Decepticons, are terrified by his grim presence. He feels that it's best to rule through fear and thus reasons that he's destined to be a leader because of his power to frighten others. Most suspect that Seawing's dedication to his job is just his way of grooming himself for a future command position, and he doesn't do much to deny this assumption. Seawing's relentless about all things, from destroying an Autobot to patiently preparing to lead.

"THE DARKEST DEPTHS REVEAL
THE DARKEST SECRETS."



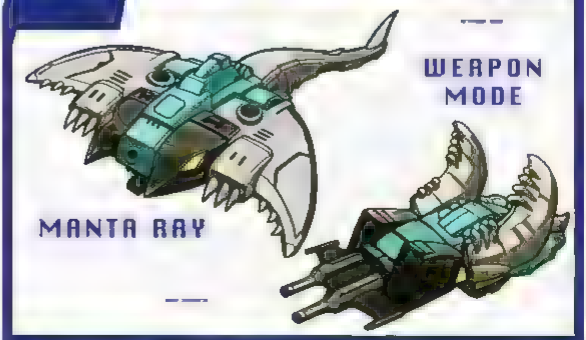
WEAPONS/ ABILITIES

Subject has above average-strength and great intelligence. He is highly skilled at recon and espionage as well as underwater combat. In manta mode, he reaches speeds of 110 mph using a sensor array that includes sonar to scour the ocean for information. He can find a metal chip 20,000 feet away. He has life-sign sensors that let him home in on any living creature within a 20-mile radius. In both modes, he's armed with two venom rifles that shoot paralyzing laser beams. He can convert into a weapons mode, becoming a dual-proton cannon. He combines with the Seacons to form Piranacon.

WEAKNESSES

His optic sensors are attuned to the dim ocean depths, making him sensitive to bright flashes of light. Some Decepticons are threatened by his intention to command.

ALTERNATE MODE



DECEPTICON

SKALOR

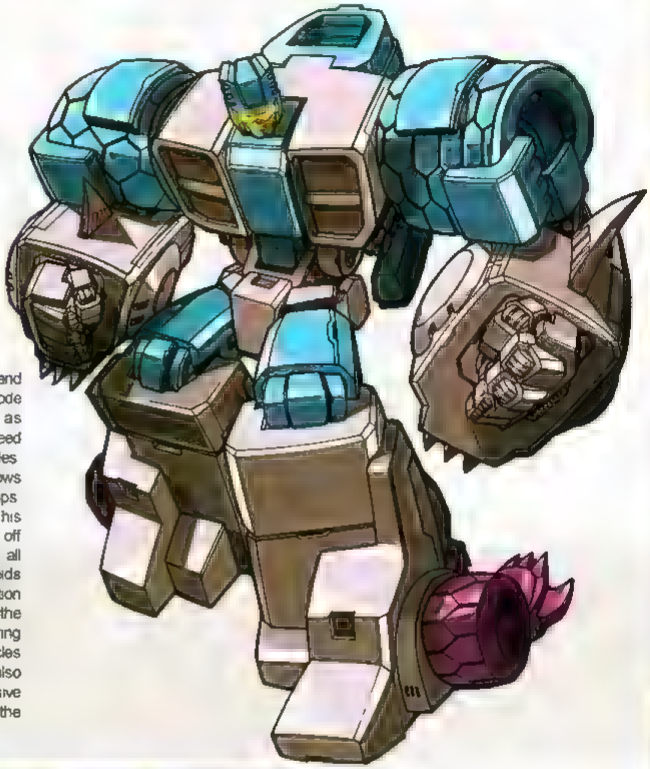
PRIMARY FUNCTION: AMPHIBIOUS ASSAULT

SUB GROUP:
SEACON

BIO

The other Seacons give Skalor a wide berth not because of an attitude problem but because of his exceedingly poor hygiene. His poorly regulated internal fluids are constantly seeping through his joints and crusting over, making him a foul-smelling mess who leaves a disgusting trail of filth behind him wherever he goes. His coworkers often offer to correct the simple problem, but Skalor refuses out of hand. He doesn't understand why his personal hygiene should concern them and immediately directs the conversation elsewhere. Skalor uses the fact that his odor repels enemies as an excuse for not fixing the situation when, in fact, he's just a lazy slob who can't be bothered to take care of himself.

"I STINK, THEREFORE I AM."



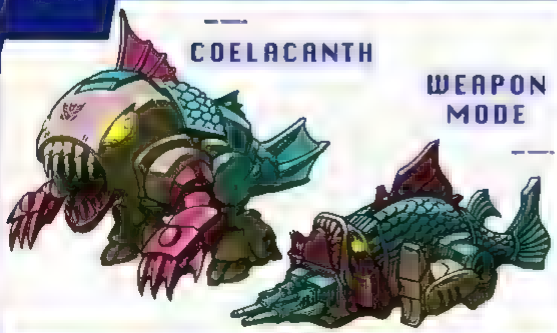
WEAPONS/ ABILITIES

Subject has above-average strength and great endurance. His creature mode operates just as well on land as underwater; in water, his maximum speed is 35 knots with a range of 4,000 miles. He has a vacuum in his mouth that allows him to connect to the hulls of most ships. He then tears through them with his diamond-tipped teeth and siphons off their fuel. He is heavily armored in all modes. In both modes, Subject wields two weapons he calls his "crustation rifles", one rifle fires an adhesive and the other shoots shrapnel shards, covering targets with the tough, sticky particles until they're immobilized. He can also convert into a double-barreled corrosive slime-shooter rifle. He combines with the Seacons to form Piranacon.

ALTERNATE MODE//

COELACANTH

WEAPON MODE



WEAKNESSES

Subject's leakage problems lead to constant, albeit minor, breakdowns due to low internal fluid levels. His comrades tend to avoid him, which makes close teamwork difficult.

DECEPTICON

SUB GROUP:
SEACON

SNAPTRAP

PRIMARY FUNCTION: SEACON LEADER

"BROKEN AUTOBOTS NEVER MEND."



BIO

Snaptrap didn't earn the nickname "Butcher of the Bogs" by being a compassionate mechanoid. He was once isolated and ambushed in Cybertron's toxic swamps by an entire regiment of Autobots who thought they had caught the notorious field commander unprepared. Snaptrap not only lived through the confrontation, he was its sole survivor. He is one of the most methodical, calculating, and sparkless mechanoids this side of Shockwave. Snaptrap is so apathetic about killing living beings that even his fellow Seacons are terrified, making them willing to follow his every order. He doesn't tolerate dissent or Autobots, swiftly crushing both whenever they appear. The only time Snaptrap hints at emotion is when someone survives one of his attacks. Then, the agitated Decepticon satisfies himself by closing in to finish them off with a disturbing finality.

WEAPONS/ABILITIES

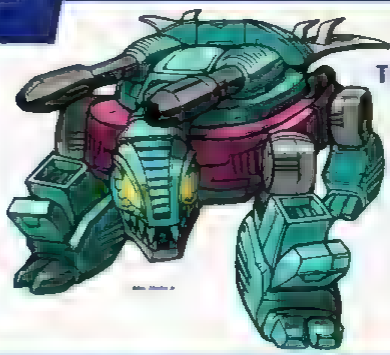
Subject has immense physical strength and endurance, and his tough armor is virtually impervious to weaponry. He is an excellent tactician. In creature mode, he moves at 20 mph on land and 30 mph in the sea. He is armed with two sonic shell cannons that launch physically destructive, ultra-high decibel shells. He also has a turret-mounted atom-smasher gun that he can also use in robot mode. In robot mode, he also wields an incendiary sword that is rimmed with a metal-melting cold flame even underwater. He forms the torso of Piranacon.

WEAKNESSES

Subject is extremely slow. His underside in tortoise mode is his most weakly armored section.

ALTERNATE MODE

TURTLE



DECEPTICON

TENTAKILL

SUB GROUP:
SEACON

PRIMARY FUNCTION: UNDERWATER DEMOLITIONS

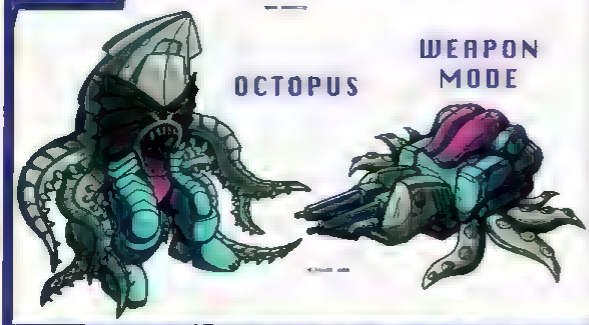
BIO

Tentakill is all soft words and gentle gestures—until he gets close enough to strike. That's when he attacks with ferocity equal to whatever charm preceded it. He uses his seemingly amiable nature to lull Autobots into a false sense of security, telling them he really doesn't want to fight, that the Decepticons are forcing him to do it and he wants to defect, etc. When they let their guard down, Tentakill takes the opportunity to destroy them. He prefers to get close enough to grab them in his tentacles and look them in the eye as he crushes them so he can watch their expression when they realize they were duped. Even more disturbing than the perverse pleasure he takes in these killings is the fact that he can go back to talking amicably with his fellow Seacons right after such a murderous betrayal.

"EMBRACE YOUR ENEMIES...
UNTIL THEY'RE TERMINATED."



ALTERNATE MODE



WEAPONS/ ABILITIES

Subject possesses great strength as well as above-average intelligence and endurance. In octopus mode, his electromagnetic tentacles can crush even heavily armored objects with ease. The tentacles also shoot out current that stuns targets on contact. Subject can shoot a cloud of thick black grease to deter and confuse enemies. In robot mode, he is armed with some cannons that shoot adhesive ooze. He can convert into a 50,000-volt lightning rifle. He combines with the Seacons to form Piranacon.

WEAKNESSES

On land, Subject's octopus mode is highly unstable. An occasional wiring glitch locks him into whatever mode he's currently in.

DECEPTICON

SUB GROUP:
SEACON

PIRANACON

PRIMARY FUNCTION: UNDERSEA WARRIOR

BIO

Piranacon lives to hunt and hunts to live. He combines the relentless nature of the Seacon team into a single-minded quest for Autobot prey. Although one of the more intelligent combined robots among the Transformers, Piranacon rarely speaks or engages in any conversation that doesn't directly pertain to whatever or whoever he has to destroy next. Once he completes one goal, he immediately moves on to the next without pause. Piranacon is so focused that Snaptrap often has to set an internal timer for him to disassemble into his component Seacon parts, otherwise he would just keep hunting and fighting forever.

"UNDERWATER, NO ONE CAN HEAR YOU SCREAM."



WEAPONS/ABILITIES

Subject has above-average intelligence as well as keen hunting and fighting skills. He has immense strength: lifting 4,000,000 tons is no problem for him, and he can function at depth up to 30,000 feet. He walks at 15 mph on land and 10 mph underwater, but he is virtually impervious to artillery fire. He usually wields Snaptrap's incendiary sword, and any one of the Seacons aside from Snaptrap can be used as a hand weapon.

WEAKNESSES

Subject often runs out of fuel since he never stops to recharge. His efficiency is degraded somewhat when Nautilator acts as a limb instead of a hand weapon.

AUTOBOT

SEARCHLIGHT

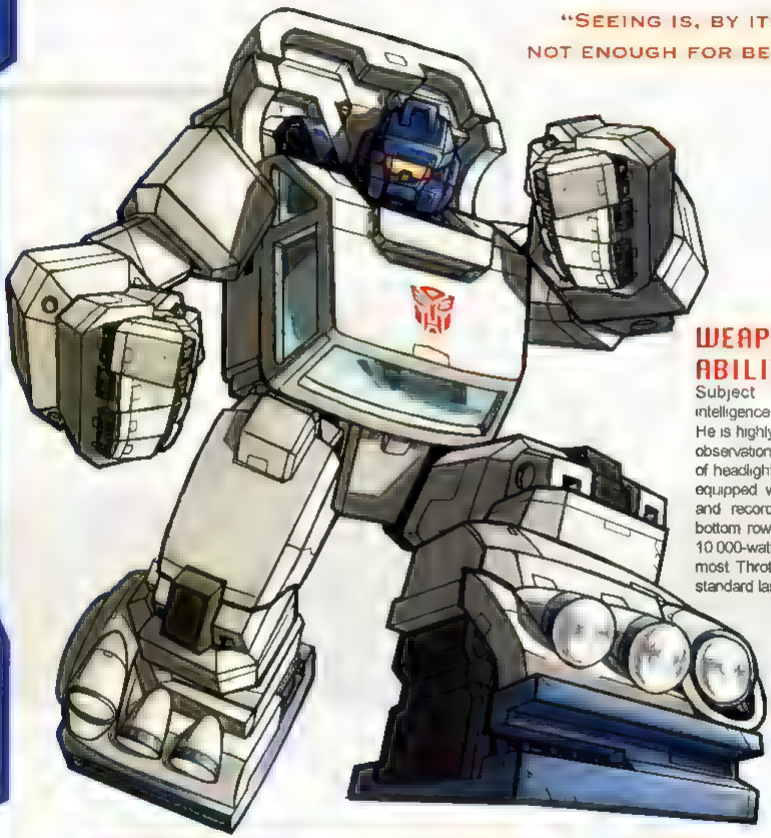
PRIMARY FUNCTION: SURVEILLANCE

SUB GROUP:
THROTTLEBOT

BIO

Searchlight is a die-hard skeptic whose actions are dictated by his boundless curiosity. He simply must know what's really going on and why it's happening, which is why he is ideally suited for his function. Searchlight embarks on his surveillance missions with a quiet, serious attitude and intense dedication. He prefers to operate alone and in the dark, where he can't be seen as he stalks the targets of his information gathering. His ability to notice seemingly insignificant details that others miss makes him excellent at his job, but it also makes him more likely to question statements he finds logically inaccurate.

"SEEING IS, BY ITSELF, NOT ENOUGH FOR BELIEVING."



WEAPONS/ ABILITIES

Subject has above-average intelligence and great endurance. He is highly skilled at infiltration and observation missions. The top row of headlights in his vehicle mode is equipped with sensors, analyzers and recording devices, while the bottom row can produce a blinding 10,000-watt strobe light effect. Like most Throttlebots, Subject uses a standard laser rifle when necessary.

ALTERNATE MODE//



CAR

WEAKNESSES

Subject has below-average strength and is not particularly courageous.

AUTOBOT

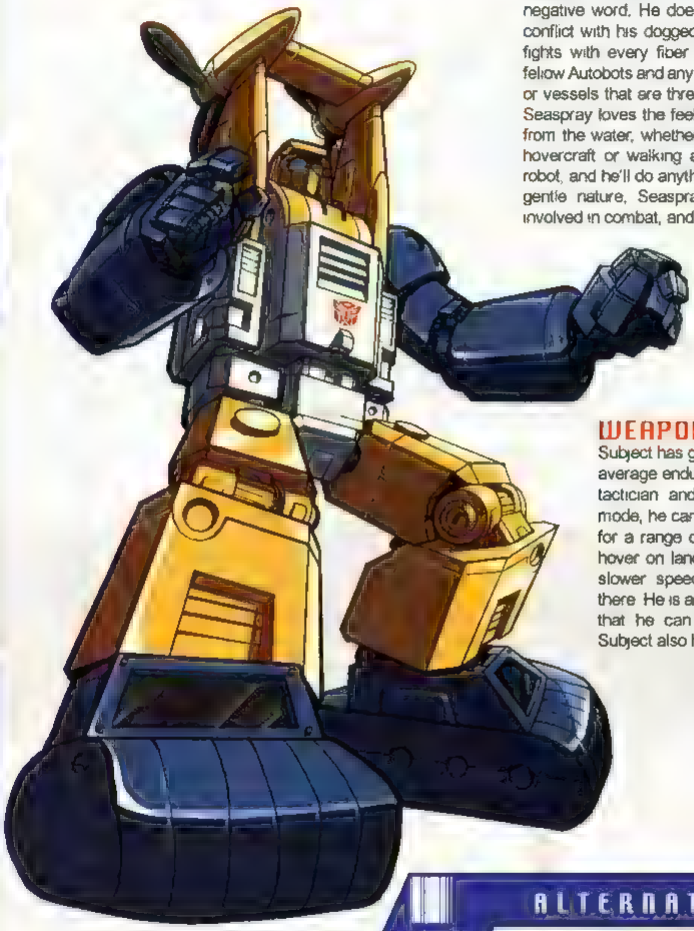
SEASPRAY

PRIMARY FUNCTION: NAVAL DEFENSE

"BE UNYIELDING AS THE OCEAN WAVES AND YOUR ENEMIES SHALL FALL."

BIO

Seaspray is a peppy sailor with an unmatched enthusiasm for his job. He loves aquatic environments and feels intensely protective of the sea's inhabitants and travelers. Seaspray is also a fun-loving and likeable Transformer whose distinctive gurgling voice is rarely heard saying a negative word. He doesn't let his cheerful attitude conflict with his dogged determination in battle; he fights with every fiber of his being to protect his fellow Autobots and any hapless seafaring creatures or vessels that are threatened by the Decepticons. Seaspray loves the feeling of freedom that he gets from the water, whether skimming the waves as a hovercraft or walking along the ocean floor as a robot, and he'll do anything to defend it. Despite his gentle nature, Seaspray greatly enjoys the thrill involved in combat, and he fights without fear.



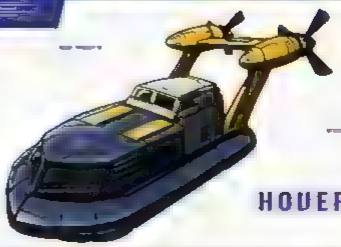
WEAPONS/ABILITIES

Subject has great intelligence and above-average endurance. He is a skilled naval tactician and combatant. In hovercraft mode, he can reach speeds of 120 knots for a range of 4,000 miles, he can also hover on land, although he has a much slower speed and more limited range there. He is armed with a battery of lasers that he can also use in robot mode. Subject also has a radar and sonar array.

WEAKNESSES

Subject's robot mode is physically weak and not very agile.

ALTERNATE MODE



HOVERCRAFT

SEAWATCH

PRIMARY FUNCTION: SEARCH AND RESCUE

SUB GROUP:
MICROMASTER
RESCUE PATROL

BIO

Seawatch's fuel boils when he sees innocents being harmed or the environment being polluted. He's an activist with a million different noble causes who joined the Autobot army in direct protest of the Decepticons' fascistic militarism and reckless depletion of Cybertron's natural resources. On Earth, the plight of the seas and their inhabitants has given Seawatch a whole new cause to spark his righteous anger. He simply can't believe how poorly humans treat their homeworld, and he tries to help whenever the opportunity arises. Any people Seawatch rescues, from fellow Autobots to human bystanders, are invariably subjected to a tirade on the injustices in the galaxy and what can be done to improve things.

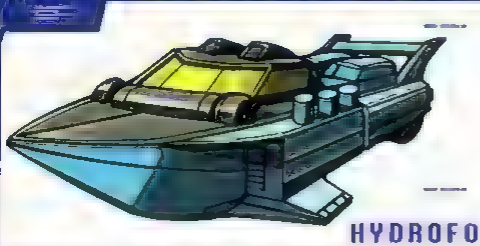
"WITHOUT FREEDOM OF THE SEAS, THERE IS NO FREEDOM!"



WEAPONS/ ABILITIES

Subject is highly intelligent and possesses above-average strength. In hydrofoil mode, he has great speed and over-the-horizon radar that helps him locate enemies as well as those in need of rescue. He also has a magnetic tow cable that he can launch with great accuracy from the rear of his aft in hydrofoil mode.

ALTERNATE MODE//



HYDROFOIL

WEAKNESSES

Subject can be distracted from his work, he's been known to temporarily break off from a mission to stop some misdeed, like poaching or polluting.

DECEPTICON

SHOCKWAVE

PRIMARY FUNCTION: MILITARY OPERATIONS COMMANDER

[From the Personal Datatracks of Starscream Decepticon Aerospace Commander]

"CLARITY OF THOUGHT BEFORE RASHNESS OF ACTION."



BIO

This one-eyed freak could still prove useful .or dangerous enough to need getting rid of For the longest time, it seemed like he and Soundwave were in a running competition to win the "Most Obsequious Decepticon" award, fawning over Megatron's every order, oozing loyalty like a bad Energon leak, and stopping any overt attempt to replace him as leader But now I see what should've been obvious the whole time Shockwave is run by logic, pure and simple—he s always been so cold and emotionless that you could barely tell the difference between him and a piece of equipment. But there's more there . his precious logic must've mixed with that ego of his and eventually told him that he'd make a better leader than Megatron because that s what he's decided to do. He's going at it with his tried-and-true Shockwave method: When faced with a question, he puts that giant brain of his to work on figuring out the most effective way to reach an "optimum result." Usually, he finds it

SHOCKWAVE

CONTINUED

WEAPONS/ABILITIES

Shockwave is physically one of the most powerful Decepticons, he's one of the few who could go toe-to-toe with Megatron and possibly walk away alive. He's extremely smart and his logical methods are deadly effective. His cannon arm is connected to a nuclear reactor in his torso and has nearly complete control over most forms of radiation, from the electromagnetic spectrum to x-rays, infrared, and radio waves. He can manipulate this as powerful energy blasts, which are magnified even further in his space gun mode. In that mode, he retains his robot-mode size and can still use his flight abilities.

WEAKNESSES

Shockwave guzzles fuel, making him dependent on frequent recharging. He can eliminate this by using radioactive fuels in his reactor. His utter dependence on logic means that clever, intuitive 'Cons like myself can fly rings around him.

ALTERNATE MODE//



SPACE GUN

AUTOBOT

SIDESWIPE

PRIMARY FUNCTION: WARRIOR

BIO

Sideswipe is a likeable jock with a reckless flair for combat and a tendency to disobey inconvenient orders. Although he's the brother of Sunstreaker (and one of the few beings that Sunstreaker will tolerate), Sideswipe lacks his twin's cold-heartedness. He doesn't hide that he enjoys facing down an opponent and battling it out to the bitter end, and he has no qualms about fighting dirty to come away the winner. Sideswipe was once a much more brash and dishonorable kind of mechanoid, one who did anything he could to enjoy life to the fullest, he used his charm to get whatever he wanted with a wink and a smile and then cheated to get whatever was left. His involvement in the Autobot army has changed him considerably. Although he still puts his all into everything he does, he no longer does things solely for himself. Now his actions are tempered by a genuine and deep concern for everyone's freedom.

"I DON'T BREAK RULES; I BEND THEM—A LOT."



WEAPONS/ABILITIES

Subject has above-average strength, intelligence, and endurance. He is an excellent warrior, although not as skilled as Sunstreaker. His arms can act as powerful piledrivers, delivering up to 8,000 lbs. of force per impact. He also possesses a rocket pack that allows him to fly for up to 25 breems before needing to be refueled. His shoulder-mounted launcher fires magnesium flares that are visible for up to 18 miles. Subject is armed with a photon rifle that fires searing hot bursts of light energy. In vehicle mode, he has above-average speed.

WEAKNESSES

His penchant for carelessly jumping into dangerous situations often leaves Subject in need of repairs.

ALTERNATE MODE

SPORTS CAR



AUTOBOT

SIDETRACK

PRIMARY FUNCTION: RAP.D DEPLOYMENT STR.KE FORCE

SUB GROUP:
MICROMASTER
BATTLE PATROL

BIO

Sidetrack is a straight shooter who sees everything in simple, black-and-white terms. He fights for the Autobots because they're the "good guys," and he hates the Decepticons because they're the "bad guys" —that's the extent of Sidetrack's knowledge of the politics behind the conflict. He likes Big Shot because his single-minded tactics mirror his own: striking one assigned target with everything he's got until it's slag and then moving to the next one. Sidetrack isn't much use when it comes to figuring out abstract dilemmas but he's an unstoppable warrior when his goal is clear

"A BATTLE THAT ISN'T WORTH WINNIN' ISN'T WORTH FIGHTIN'!"



WEAPONS/ ABILITIES

Subject has great strength and resistance to damage despite small size. In tank mode, he's armed with a twin-cannon laser battery that has a range of 5 miles.

ALTERNATE MODE!!

TANK



WEAKNESSES

Subject's tracks have a tendency to slip off, requiring him to transform to robot mode to re-tread them


TRANSFORMERS
6
SEP
$5.25

AUTOBOT

SUB GROUP:
HEADMASTER

SIREN

PRIMARY FUNCTION: INCENDIARY DAMAGE CONTROL

"ACT FIRST,
ASK QUESTIONS LATER."

BIO

Siren is a younger Autobot who was raised in a particularly loud, industrial area of Cybertron known for producing tough, unsavory types. This environment made Siren the loud and overbearing mechanoid he is today. When he's in charge, he's the type of 'bot who has to control the conversation and bark the orders, any protests are drowned out by his bellows. It's not that Siren is inherently rude; it's just that he can't relate to quiet, unassertive people because of his home city's rough-and-tumble, raucous inhabitants. Unfortunately, Siren's been binary-bonded to the Nebulan [See Nebulon] librarian Quig, who is perhaps the softest-spoken, most timid being Siren has ever encountered. Quig is slowly managing to teach Siren that being quieter doesn't make what someone has to say less important (and vice versa), but he still jumps anytime Siren starts to speak in his typically earsplitting voice.



HEADMASTER:
QUIG



WEAPONS/ABILITIES

Subject has above-average intelligence and endurance as well as slightly above-average strength. He has undergone the Headmaster process [See Headmasters] and is binary-bonded to Quig, who is a highly intelligent and well-read scholar. In robot mode, Subject is armed with a sawed-off CO2 shotgun that shoots blasts of freezing gas. In vehicle mode, he is armed with two optional armor-piercing sonic screamer pistols that become his antennae in robot mode.

WEAKNESSES

Subject often ignores sound advice from others simply because he's too busy yelling to pay attention.

ALTERNATE MODE//



FIRE CRUISER

DECEPTICON

SIXSHOT

SUB GROUP:
SIX CHANGER

PRIMARY FUNCTION: SOLO TRANSFORMER ASSAULT GROUP

BIO

Sixshot is a bloodthirsty living weapon who is worth twice as many troops as he has transformations. As a further evolution in Transformer technology, Sixshot is the first Decepticon or Autobot who has successfully adapted to more than three modes without serious side effects. He manages each of his separate forms with the same determined intensity and lethal efficiency, taking great pride and pleasure in his destructive work. He routinely takes on large groups of foes with ease, scoffing at weaker Transformers' meager combat skills. Although he will resort to underhanded tricks to win a fight, Sixshot does have a less treacherous side: if he feels a foe is worthy enough, he will face him honorably in one-on-one combat to the death. Sixshot has obviously never lost such a match. It is said that his only true redeeming quality is how respectfully he speaks of foes that he has dispatched in this type of contest. Perhaps this is because Sixshot knows the inevitable end a warrior faces, and he hopes that when that far off day comes that he is outmatched, someone will remember him with honor.

"LIFE IS WORTH LIVING ONLY AS LONG
AS THERE ARE ENEMIES WORTH DESTROYING."



WEAPONS/ABILITIES

Subject has exceptional physical capabilities: he is immensely strong with great intelligence, endurance, and resistance to damage. He is a Six Changer, able to transform between modes three times as fast as the average Transformer. In addition to his robot mode, he is capable of transforming into a Transformer-sized, jet-propelled laser pistol, a treaded siege tank with reinforced ramming capabilities, a wheeled armored personnel carrier, a star fighter with a top speed of 80,000 mph and range of 800,000 miles; as well as a fanged wolf creature with razor-sharp claws and incredible leaping and flight abilities. All of the modes except for the wolf utilize Subject's powerful hypersonic concussion blaster that turns sound into solid force. Subject prefers to shred enemies with his fangs and claws in wolf mode. He is an amazingly capable warrior.

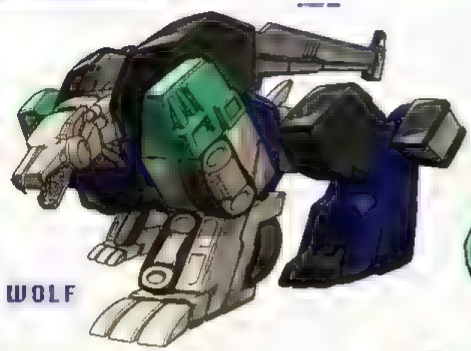
SIXSHOT

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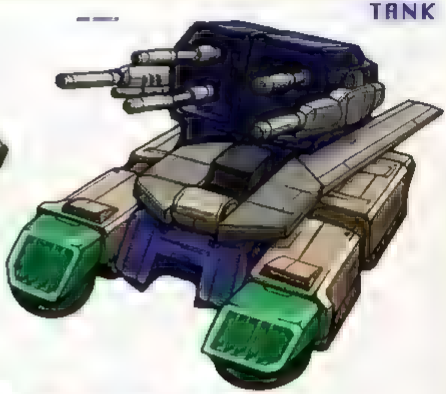
WEAKNESSES

Subject has no combat-related physical weaknesses, but he requires more maintenance than the average Transformer because of his different modes and their varied parts. Subject is somewhat arrogant of his prowess, albeit justifiably so.

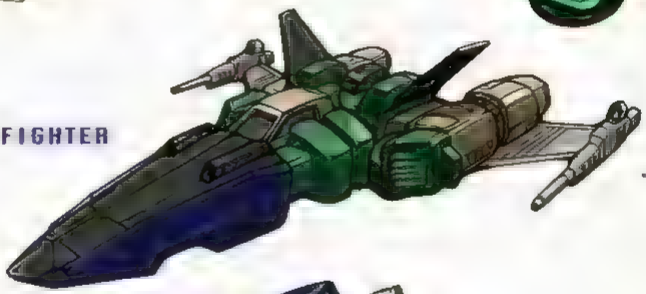
ALTERNATE MODES//



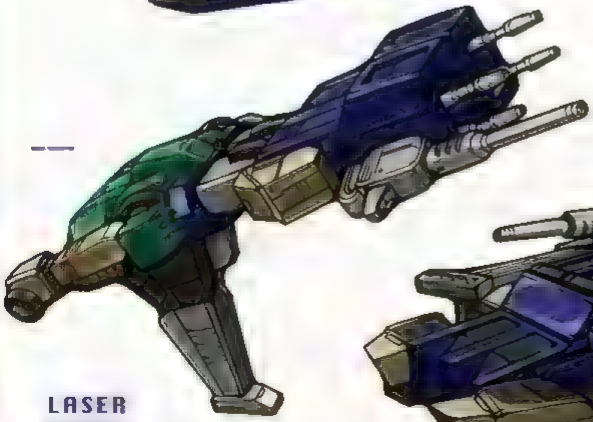
WOLF



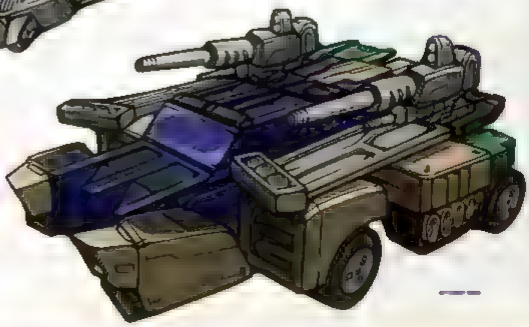
TANK



STAR FIGHTER



LASER PISTOL



ARMORED CARRIER

AUTOBOT

SIZZLE

PRIMARY FUNCTION: INTERCEPTOR

SUB GROUP:
SPARKABOT

BIO

In his function as interceptor, as well as everything else in life, all rules and limits are meaningless to Sizzle. He'll speed, drive recklessly, and endanger himself (as well as others, inadvertently) just to get the job done and give him a rush while doing it. If he's not enjoying himself, Sizzle rapidly loses interest in anything including his work; he constantly pushes the envelope to keep himself excited. His enjoyment of the hunt is only exceeded by his thirst for battle; if he's not speeding, then he's likely trying to slag some Decepticons with his flamethrowers or rifle. He gets into trouble more than almost any other Autobot, particularly when he whips an inebriated Fizzle into a frenzy and the two tear off on some adventure.

"LIFE IN THE FAST LANE IS THE ONLY LIFE WORTH LIVING."



WEAPONS/ABILITIES

Subject has above-average intelligence and endurance. In vehicle mode, his maximum speed is 220 mph with a range of 550 miles. His exhaust ports in this mode can create searing flames; they are also useable in robot mode, where they are located on his arms.

ALTERNATE MODE



FUNNY CAR

WEAKNESSES

Subject has below-average strength. His tendency to get into fights directly correlates to his constant need for repairs.

AUTOBOT

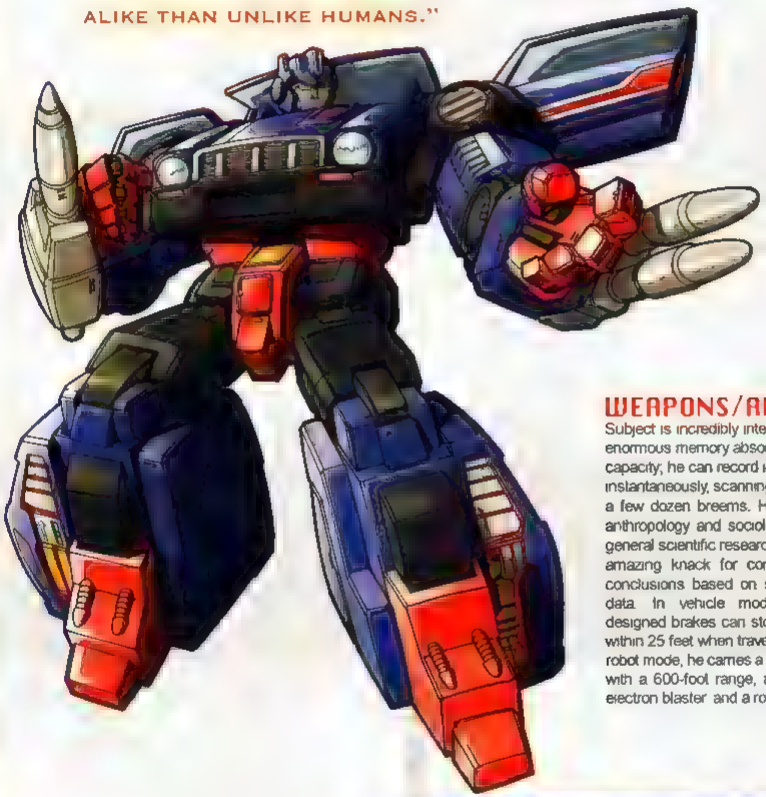
SKIDS

PRIMARY FUNCTION: THEORETICIAN

BIO

No matter where he is physically, Skids' thoughts are usually elsewhere. He is a consummate daydreamer whose prodigious intellect is always assimilating and analyzing new information. But Skids is no narrow-minded data-cruncher: he combines a scientist's curiosity and logic with an artist's imagination as one of the most sensitive and introspective Transformers. His unique way of questioning the world around him has led Skids to many invaluable discoveries both before and after the start of the Autobot/Decepticon war. Skids wishes he could blot out all knowledge of the dreadful conflict, and many Autobots believe that he often does, based on his absent-minded behavior. He often finds himself bumping into things while driving due to his daydreaming. Skids would much rather be traveling Cybertron and other worlds, like Earth, to learn about their cultures than formulating theories about the latest Decepticon attack. For now, Skids is stuck in his role as a part of the Autobot army, but his mind is always wandering, pondering why things are and why the fighting continues.

"DEEP DOWN, WE ARE MORE ALIKE THAN UNLIKE HUMANS."



WEAPONS/ABILITIES

Subject is incredibly intelligent. He has an enormous memory absorption and storage capacity; he can record information almost instantaneously, scanning whole libraries in a few dozen breems. His specialties are anthropology and sociology in addition to general scientific research. Subject has an amazing knack for coming to accurate conclusions based on shreds of tactical data. In vehicle mode, his specially designed brakes can stop him completely within 25 feet when traveling at 50 mph. In robot mode, he carries a liquid nitrogen rifle with a 600-foot range, a 20,000-volt twin electron blaster and a rocket launcher.

WEAKNESSES

Subject's tendency to daydream leaves him open to everything from accidents to enemy attacks. His frequent abrupt stops have a detrimental effect on his mechanical well-being. He is easily distracted by his curiosity. Physically, he has below-average strength as a robot and below-average speed as a vehicle.

ALTERNATE MODE

MINIVAN



DECEPTICON

SKULLCRUNCHER

SUB GROUP:
HEADMASTER

PRIMARY FUNCTION: SWAMP WARRIOR

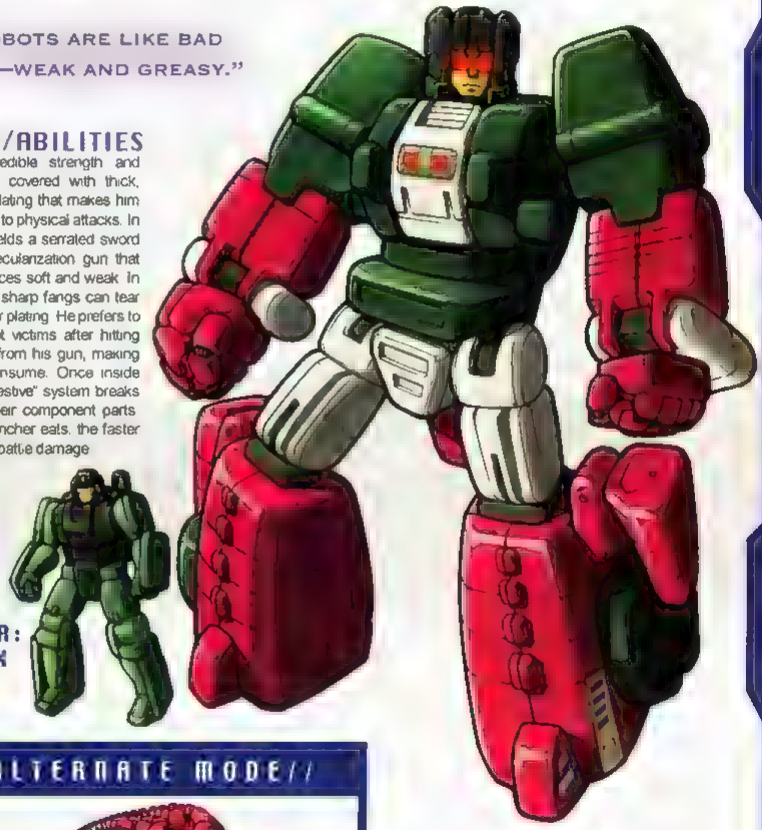
BIO

Although nervous habits tend to crop up in a tense environment like war, Skullcruncher's are perhaps the most irritating. When in his all gator mode, he has a tendency to unknowingly grind his teeth together in anticipation of combat, producing a high-pitched screeching noise that sets most Transformers' entire neural cluster on edge. Although it does occasionally terrify Autobot targets, it also lets them know that Skullcruncher is coming, making sneak attacks impossible. Decepticons avoid partnering up with him, and they try to keep him in robot mode if they're forced to. His other battlefield habit is a conscious and even more disturbing one. Despite his claims that they "taste terrible," Skullcruncher likes to consume his foes when in alligator mode. He'll damage them enough so they can't escape and then chew them into tiny bits before swallowing them. For a race that doesn't require the consumption of living creatures for sustenance, Skullcruncher's acts are particularly grisly. Skullcruncher's Nebulan [See Nebulon] partner Grax was a ruthless corporate professional who joined the Decepticons to solidify his place at the top of the business world. He became Skullcruncher's partner because the Decepticon's methods were a literal version of Grax's own—utterly and cruelly absorbing all foes. Skullcruncher found his stint in the Nebulan business world interesting but slightly unsatisfying, after all, Nebulans aren't particularly filling.

"AUTOBOTS ARE LIKE BAD FUEL—WEAK AND GREASY."

WEAPONS/ABILITIES

Subject has incredible strength and endurance. He is covered with thick, reinforced armor plating that makes him extremely resistant to physical attacks. In robot mode, he wields a serrated sword and tissue demoleculanzation gun that makes metal surfaces soft and weak. In alligator mode, his sharp fangs can tear through most armor plating. He prefers to devour his Autobot victims after hitting them with a blast from his gun, making them easier to consume. Once inside him, a unique "digestive" system breaks them down into their component parts. The more Skullcruncher eats, the faster he can regenerate battle damage.



HEADMASTER:
GRAX

ALTERNATE MODE//

ALLIGATOR



WEAKNESSES

Subject is slow and not just physically. Although not exceptionally unintelligent (especially with Grax's current help), Skullcruncher is slow to react or think of counterattacks. His physical attacks are powerful, but they are slow and awkward, particularly in alligator mode.

DECEPTICON

SUB GROUP:
PRETENDER

SKULLGRIN

PRIMARY FUNCTION: SIEGE WARRIOR

PRETENDER SHELL//

"THOSE WHO STAND AGAINST ME SHALL SOON FALL BEFORE ME!"



BIO

Skullgrin began his tenure as a Decepticon warrior with great promise. He was an incredibly powerful and intelligent war machine, but his reliance on logic became a detriment in his function as a siege warrior. His commanders demanded a more spontaneous, brutal approach, which the rigid and calculating Skullgrin couldn't comply with. The solution came when Skullgrin adopted a Pretender shell. The armor itself contained a "shell" program to bring out Skullgrin's basest, most savage combat instincts. The program worked so well that Skullgrin is a completely different being when in his shell. The formerly calm and collected field commander of the Decepticon Pretender unit becomes a snarling and unstoppable beast that will stop at nothing to destroy his foes.

SKULLGRIN

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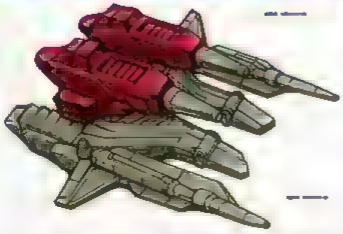
WEAPONS/ABILITIES

Subject is incredibly strong and highly intelligent. He is an expert military planner and tactician as well as a capable warrior. His Pretender shell [See Pretenders] amplifies his strength even further. In this mode, he wields a vibro sword that creates the optimum vibrational frequency for tearing through the armor of whatever target it is locked onto. In robot mode, Subject transforms into an assault tank that fires shrapnel bursts from its turrets, which are also useable in robot mode. Subject also wields two "slagmaker" laser cannons in both modes; they can be combined to form a double-barreled cannon useable by the Pretender shell.



ALTERNATE MODE

ASSAULT TANK



WEAKNESSES

In his shell, Subject gradually loses his capacity for rational thinking. His wild fighting when he degrades into this state is formidable, but his ability to lead or plan strategy is greatly reduced.

AUTOBOT

SUB GROUP:
PRETENDER

SKY HIGH

PRIMARY FUNCTION: SCOUT

PRETENDER SHELL//

"IMAGINATION IS THE KEY THAT UNLOCKS THE CHAINS OF REALITY."



BIO

Sky High is so large and powerful that many don't ever guess that his massive bulk hides an equally large intellect. Sky High's erratic behavior convinces many that he's composed entirely of brawn with no hint of brains, but he's actually just a bit of an eccentric. He's constantly creating imaginary situations for himself to escape the harsh and unforgiving reality of war, forging a fantasy world where he's a great hero. Unlike fellow Pretender Landmine, who also dreams of high adventure, Sky High becomes so immersed in his fantasies that he adapts everything that's really happening into them. Even when he's eagerly following orders and stomping through a row of Decepticons, he's mentally working his daydreams around it.

SKY HIGH

CONTINUED

WEAPONS/ ABILITIES

Subject has above-average strength, speed, and endurance as well as great intelligence. His outer Pretender shell [See Pretenders] amplifies his strength considerably making him very powerful. In this mode, he wields a sonic scythe capable of smashing molecular bonds. Leg-mounted energy beams on the shell can target and burn out optical sensors, and Subject's multi-function utility belt also has plutonium-powered rocket boosters for flight capabilities. In robot mode, he wields a cerebro circuit-scrambling stun gun that also jams radio frequencies. This weapon is also useable in his long-range helicopter and Pretender shell modes.



ALTERNATE MODE



JET-HELICOPTER

WEAKNESSES

Subject blatantly ignores reality, although he usually can incorporate following orders into his fantasy life.

AUTOBOT

SUB GROUP:
MICROMASTER
AIR PATROL

SKY HIGH

PRIMARY FUNCTION: AIR DEFENSE

BIO

Although he shares a name with the Pretender Sky High, that's where the similarities end– Micromaster Sky High is a much more socially adjusted Autobot. When other Autobots feel like they're losing hope, Sky High's always there to lift their spirits. His unassailable optimism in the face of the worst obstacles is a source of motivation for his friends and teammates, and Sky High truly believes that things will work out for the best in the end. Sky High's bright attitude often puts him at odds with his cynical comrade Blaze Master, who finds Sky High to be incredibly naive and irritating.

"THE SKY'S THE LIMIT."



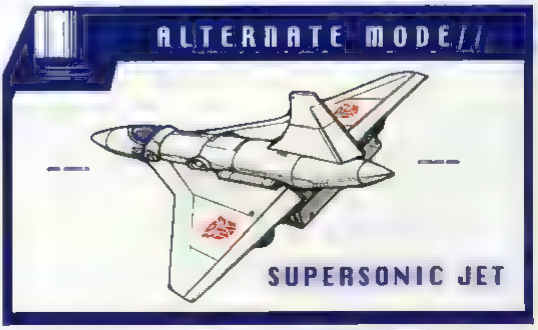
WEAPONS/ABILITIES

Subject has above-average strength and intelligence. He is a skilled pilot and aerial warrior. In jet mode, Subject can reach supersonic speeds up to Mach 3.

WEAKNESSES

When trying to maintain his maximum speed for an extended period, Subject is susceptible to stress fractures and mechanical breakdowns. His optimistic outlook often blinds him to risks and consequences.

ALTERNATE MODE



SUPERSONIC JET

AUTOBOT

SKY LYNX

PRIMARY FUNCTION: LIEUTENANT COMMANDER

BIO

Sky Lynx moves quickly and with great purpose even when he has nowhere specifically to go. His every movement is infused with an air of effortless confidence and some might say arrogance. Sky Lynx feels that he's proven his inherent skills as a top-notch, fearless warrior and leader time and time again, so he doesn't hesitate to tell others of his accomplishments. Sky Lynx hates to be inactive so he jumps at the chance to join a mission as a transport and/or mission leader. Sky Lynx can be friendly when he chooses but he's more than a little smug about his abilities and pedigree which hasn't gone unnoticed by other Autobots. Sky Lynx chooses to classify their reactions as insecurity and jealousy of his superiority. Although they might argue with his reasoning, the other Autobots can't deny his versatility and ferocity on the battlefield.

WEAPONS/ ABILITIES

Subject is highly intelligent and immensely strong. His speed and endurance are legendary in all modes, as are his skills as a leader and tactician. He is actually made up of two components, either one of which can house his personality functions. In his dinobird mode, he can reach speeds of 250 mph for 3,000 miles and fires an acetylene blaster with a 3-mile range from his mouth. This form is most adept at aerial and space combat, his claws and sharp teeth can shred most armor. This mode transforms into a space shuttle that has inter-solar system travel capabilities, which can be enhanced by the use of transwarp technology. the acetylene blaster fires out of the nosecone. In lynx mode, Subject can leap up to 1.5 miles at a time, and rocket boosters let him soar up to 40,000 feet into the air to attack jets with his razor-sharp claws. His agility is greatest in this form, it can also join with the dinobird mode to create Subject's complete robot form. The lynx mode transforms into a transport module that can attach to the shuttle, greatly increasing its troop-carrying capacity.

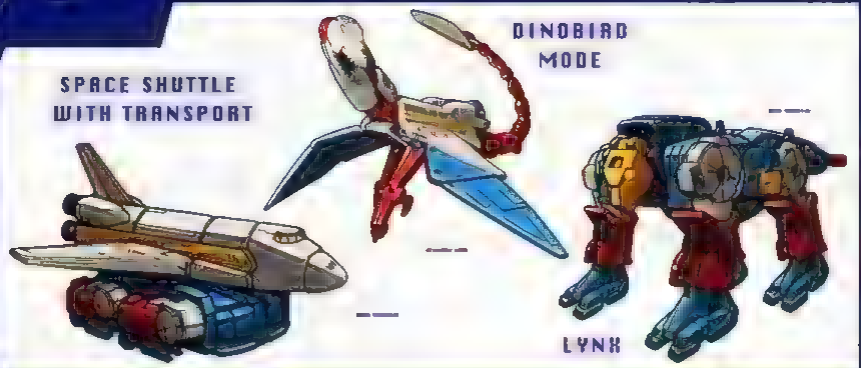
"THE BEST ACHIEVEMENTS ARE WORTH REPEATING."



WEAKNESSES

Subject's need to keep busy often leads to wasting fuel. Some troops resent his superior attitude, which can cause leadership problems.

ALTERNATE MODES



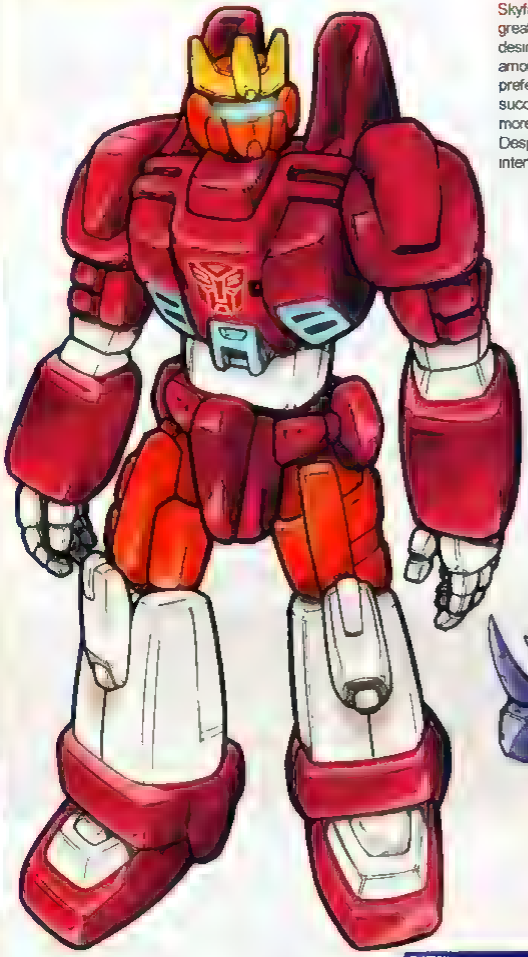
AUTOBOT

SUB GROUP:
ACTION MASTER

SKYFALL

PRIMARY FUNCTION: WEAPONS ENGINEER

"FLYING IS THE ULTIMATE FREEDOM."

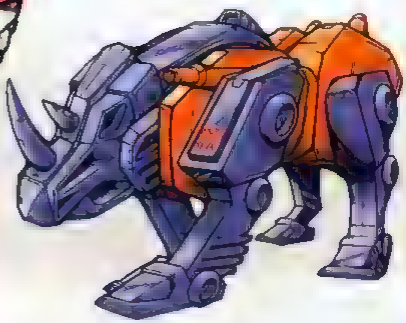


BIO

Skyfall is a talented young dreamer who longs to be a great hero. His technical skills are matched only by his desire for adventure and his intense love of flying. Soaring among the clouds is Skyfall's favorite pastime, and it's his preferred way to relax when his self-imposed pressure to succeed gets to be too much. Skyfall often drags his far more practical partner, Top-Heavy, out on escapades. Despite Top-Heavy's constant nagging and protest, he's intensely loyal to Skyfall and always watches out for him.

WEAPONS/ABILITIES

Subject has slightly above-average strength and great intelligence. He is an excellent engineer and weapons expert, he can construct utility devices or produce weapons in very little time. Subject is an excellent pilot and is armed with an electro-pulse gun in robot mode. Top-Heavy is armed with two shoulder-mounted machine guns that fire electrically charged projectiles. He can transform into an electro-pulse machine gun that can combine with Subject's hand weapon.



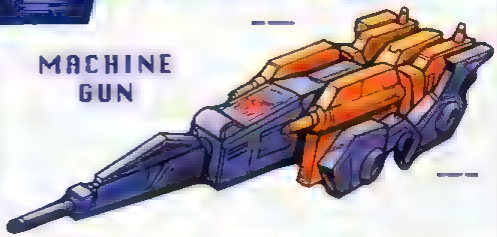
TARGETMASTER:
TOP-HEAVY

WEAKNESSES

Subject sometimes can't focus on his function because of his daydreams of adventure. Top-Heavy is terribly slow, and Subject often has to slow down on the battlefield to keep from leaving him behind.

ALTERNATE MODE

MACHINE GUN



AUTOBOT

SKYHAMMER

PRIMARY FUNCTION: GROUND AND AIR ASSAULT

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"THERE IS NO DISGRACE IN NOT SUCCEEDING, ONLY IN NOT TRYING."



BIO

If you explained Skyhammer's characteristics to someone they'd surely think he was a great mechanoid. He is an observant and dedicated warrior tenaciously committed to protecting the innocent from harm at the hands of the Decepticons or any other aggressors. Skyhammer is an optimist who never accepts the words "can't" or "impossible." While all of these traits seem good, they don't mention the grating effect he has on his comrades. Skyhammer condescendingly tries to tell everyone how to do their jobs, always explaining how he would do it. His fellow Autobots find it frustrating because although Skyhammer is a valiant fighter who always defends the weak, he's also overbearing and irritating. They feel guilty thinking this way about him, but he brings it on himself.

SKYHAMMER

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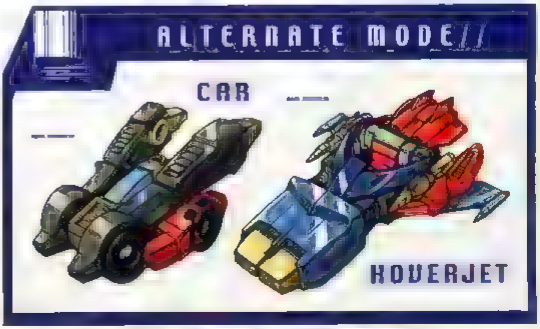
WEAPONS/ABILITIES

Subject is highly powerful and intelligent. His outermost Pretender shell [See Pretenders] is a sky cruiser that can also function on autopilot or via Subject's remote control. It is armed with wing-mounted thermal blasters that can liquefy metal and a sensor and tracking array for homing in on targets. His inner shell converts into a supersonic jet armed with lightning bolt cannons (also useable in the shell's robot mode). Inner robot converts into a ground vehicle armed with a photon blaster that he also uses as a robot.

WEAKNESSES

His condescending attitude makes other Autobots less willing to follow his orders even when he's right.

ALTERNATE MODE



DECEPTICON

SKYHOPPER

SUB GROUP:
MICROMASTER

PRIMARY FUNCTION: AERIAL ASSAULT COMMANDER

BIO

Skyhopper gets a special kick out of watching things explode. This helps make him unusually dedicated to doing his job well since being a successful assault commander yields plenty of exploding Autobots. Skyhopper's fascination with blossoms of flame and metal isn't just simple pyromania; he enjoys watching the flames because he has a deep respect for the power of fire. He sometimes tests himself by seeing how close he can get to an explosion without damaging himself. Although he's fairly simplistic in his thoughts and expressions, Skyhopper has a special appreciation for the beauty and artistry of a particularly bright conflagration.

"THE BIGGER THE BOOM, THE BETTER I LIKE IT."



HELICOPTER

WEAPONS/ ABILITIES

Subject has slightly above-average strength and endurance, but somewhat below-average intelligence. However, he is an accomplished and dedicated commander. In fighter jet mode, he is fast and maneuverable. His helicopter is armed with a powerful sonic cannon that turns sound into physically destructive waves of force. The helicopter becomes a battle base that has a molecular disrupter cannon that destroys circuitry and electronics by changing their composition and polarity.

ALTERNATE MODE//

WEAKNESSES

Subject's attempts to get close to flames and explosions put him at risk; some Decepticons fear he may rattle his cerebro-circuitry too much and cause himself permanent damage.

DECEPTICON

SUB GROUP:
MICROMASTER

SKYSTALKER

PRIMARY FUNCTION: INTERSTELLAR ASSAULT

BIO

Power is Skystalker's singular preoccupation which is not surprising considering his weak physical attributes. Skystalker has used his physical deficits to his advantage, forcing himself to focus on other ways of gaining control and dominance over others. His savvy and determination have made him one of the most formidable up-and-comers in the Decepticon ranks. It was this attitude and skill that earned him the command of his powerful space shuttle transport. Now Skystalker rockets through the galaxy, mercilessly crushing all those who oppose him and plotting out the day when the Decepticon army will control everything... with him as their leader.

"TERROR REIGNS FROM THE SKIES;
THE HAPLESS RULE ON THE GROUND."

INTERSTELLAR SHUTTLE



WEAPONS/ABILITIES

Subject has below-average strength but great intelligence. In vehicle mode, he has great speed and maneuverability. His interstellar shuttle is armed with a fearsome array of lasers, cluster bombs, missiles, and a nose-cannon that can create sonic booms. The shuttle is equipped with an extensive long-range tracking and guidance system. The shuttle's jet pod can detach and act as a separate unit. Both sections can combine into a base mode with all of the shuttle's weapons plus an atomic scrambler that can disintegrate targets in moments.

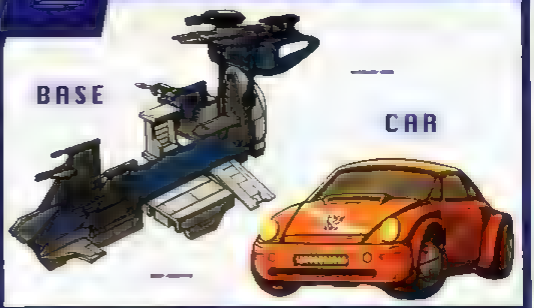
WEAKNESSES

Subject is very weak physically.

ALTERNATE MODE//

BASE

CAR



DECEPTICON

SKYWARP

PRIMARY FUNCTION: WARRIOR

BIO

Skywarp is a sneaky, underhanded brute whose miniscule attention span haphazardly jumps from one cruel amusement to another. His simple-minded nature can be deceptive, though. Skywarp has an almost autistic creativity when it comes to using his powers for brutal and destructive acts. He'll appear out of nowhere to strike at unprepared Autobots (or random innocents) with an uncanny ability to choose the best moment to strike. His skills as a warrior earn him the respect of his fellow Decepticons, and his rude sense of humor also enhances his popularity among them. His sudden jokes are invariably simplistic and mean, and everyone enjoys them—except the butt of the physically abusive pranks.

"STRIKE WHEN THE ENEMY ISN'T LOOKING."



WEAPONS/ABILITIES

Subject possesses above-average strength and resistance to physical damage. He's an experienced but straightforward soldier. In jet mode, his top speed is Mach 2, and he's armed with heat-seeking missiles. A design quirk bestows Subject with his most useful ability: instantaneous teleportation. He can transport himself up to 2.5 miles in one jump, but his accuracy decreases significantly as he approaches the maximum teleportation distance. In robot mode, Subject is armed with variable-caliber machine guns.

ALTERNATE MODE



JET FIGHTER

WEAKNESSES

Subject is not very intelligent. Without direct guidance, he becomes less useful as a soldier.

AUTOBOT

SLAMDANCE

PRIMARY FUNCTION: INTELLIGENCE COORDINATOR

BIO

The unified form of Grand Slam and Raindance was designed to make up for the awkwardness of the duo's individual robot forms. Slamdance's personality is a combination of the two's traits; he is both stuffy and vainglorious, but he's an expert at gathering and coordinating news and data. Slamdance takes great pride in his work, but his self-importance makes him want to announce everything personally; he'll stand up in the middle of his commander's briefings in order to make sure his message is relayed "correctly," meaning by him. Despite his quirks, Slamdance is absolutely dedicated to the Autobot cause and works hard to make sure their information is correct and unbiased.

"INFORMATION IS ONLY AS ACCURATE AS THE BEING WHO GATHERS IT."

WEAPONS/ABILITIES

Subject is the combined form [See Combiners] of Grand Slam and Raindance. He is extremely intelligent. He is a highly skilled journalist, and he's able to disseminate myriad streams of information to ascertain common threads and meanings. Subject has a talent for knowing when information is doctored or incorrect. He possesses all of his components' armaments, including Grand Slam's entirely defensive arsenal and Raindance's proton missile launchers.



WEAKNESSES

Subject has only average strength and is not a very sturdy warrior.

DECEPTICON

SLEDGE

PRIMARY FUNCTION: BATTLEFIELD FORTIFICATION

SUB GROUP:
MICROMASTER
COMBINER
CONSTRUCTOR
SQUAD

BIO

Sledge is a focused soldier whose primary concern is how his creations can help defeat the Autobots. He is less concerned with design aesthetics than his comrades, since he always opts for function over form. In truth, design is not his true passion; Sledge is devoted to personally scrapping as many of his enemies as possible in combat. Although everything about him indicates a gruff and antisocial personality, he is a faithful teammate. Whenever he sees any of his comrades struggling with something, Sledge is the first to rush in to help.



"DUMPING A WORLD OF HURT ON THE AUTOBOTS IS OUR ONLY PURPOSE IN LIFE!"

ALTERNATE MODE



DUMP TRUCK

WEAPONS/ABILITIES

Subject has great strength and slightly above-average intelligence. He is a competent but unimaginative designer. He is a front-end Combiner [See Combiners] who joins with Hammer to form a dump truck; he can also join with any other rear-end Combiner to create a new vehicle mode.

WEAKNESSES

Subject is rarely able to focus on more than one thing at a time; his designs suffer because of this if his teammates aren't present to modify them.

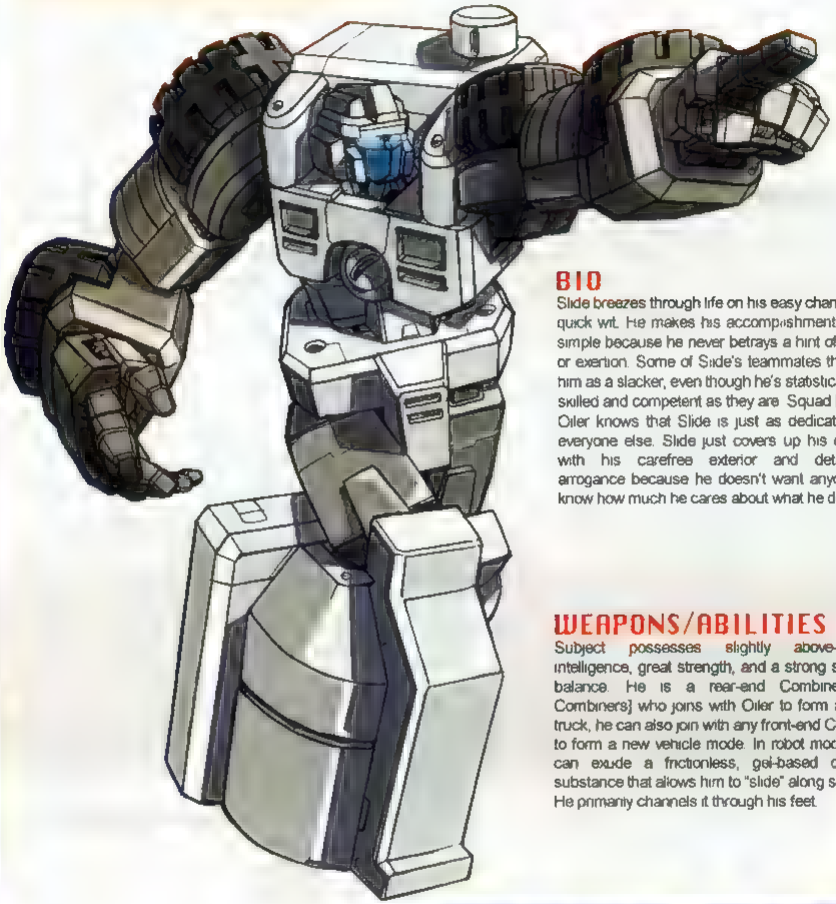
AUTOBOT

SLIDE

PRIMARY FUNCTION: URBAN PROTECTION

SUB GROUP:
MICROMASTER
COMBINER METRO
SQUAD

"WHEN YOU'RE GOOD, EVERYTHING LOOKS THIS EASY."



BIO

Slide breezes through life on his easy charm and quick wit. He makes his accomplishments look simple because he never betrays a hint of effort or exertion. Some of Slide's teammates think of him as a slacker, even though he's statistically as skilled and competent as they are. Squad leader Oiler knows that Slide is just as dedicated as everyone else. Slide just covers up his efforts with his carefree exterior and detached arrogance because he doesn't want anyone to know how much he cares about what he does.

WEAPONS/ABILITIES

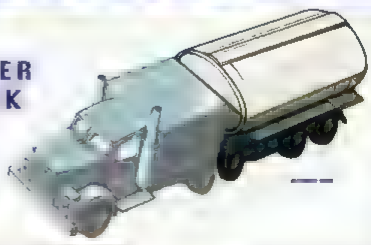
Subject possesses slightly above-average intelligence, great strength, and a strong sense of balance. He is a rear-end Combiner [See Combiners] who joins with Oiler to form a tanker truck, he can also join with any front-end Combiner to form a new vehicle mode. In robot mode, Slide can exude a frictionless, gel-based chemical substance that allows him to "slide" along surfaces. He primarily channels it through his feet.

WEAKNESSES

If Subject's gel leaks onto his hands, he can lose his ability to grip objects until the chemical disperses.

ALTERNATE MODE

TANKER TRUCK



AUTOBOT

SLOW POKE

PRIMARY FUNCTION: GROUND TRANSPORT

[Team Assessment Datatracks: Hydraulic, Patrol Leader]

SUB GROUP:
MICROMASTER
MONSTER TRUCK
PATROL

"TOO ROUGH TO QUIT,
TOO TOUGH TO LOSE."

BIO

Slow Poke's never-ending supply of negativity seems to power him more efficiently than the highest grade of Energon. He's as tenacious as he is bitter. Slow Poke won't stop working on a task (or working over a Decepticon) until the job is done. I can always count on him to follow my orders to the letter... even when that might not be the best idea. Regardless, you can trust Slow Poke to never give up in the face of adversity or overwhelming odds---he's simply too ornery to admit defeat.



ALTERNATE MODE



MONSTER TRUCK

WEAPONS/ABILITIES

Slow Poke's got above-average intelligence and great strength. In vehicle mode, he can use his crane to pull equipment or troops.

WEAKNESSES

His refusal to retreat, even when there's no hope of victory, leads him to get banged up a lot more than he should.

DECEPTICON

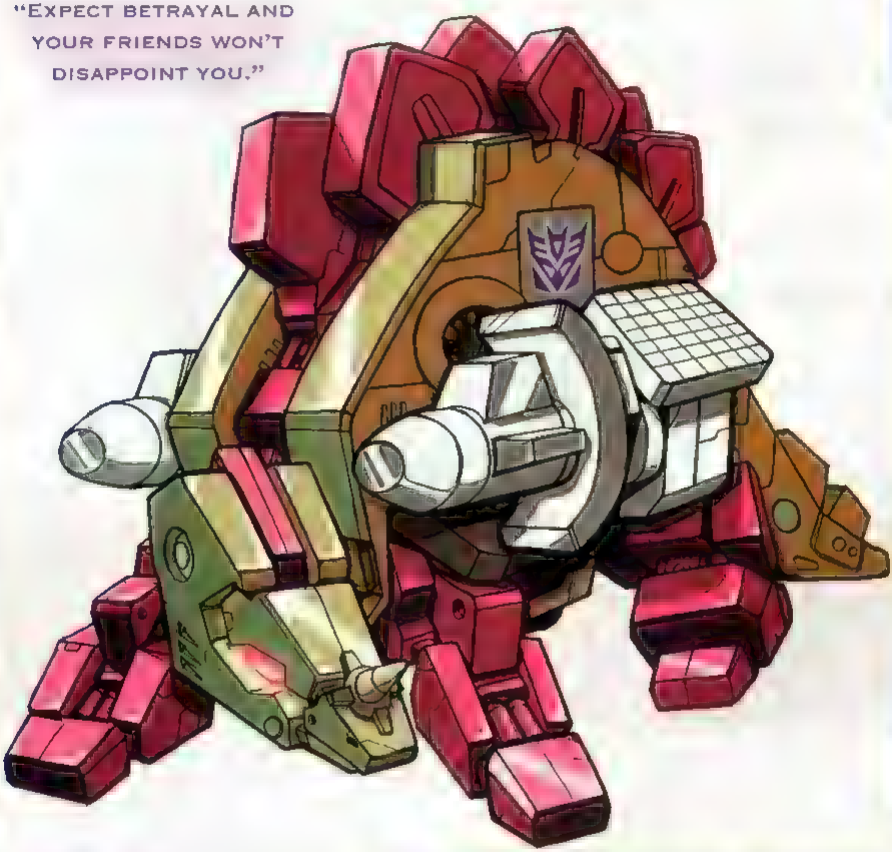
SLUGFEST

PRIMARY FUNCTION: MESSENGER

BIO

Since his creation, Slugfest has had to live with the stigma of his low intelligence. It took him a while to catch on, but he eventually realized that the whispers and chuckles he heard while passing by were directed at him. These early experiences planted the seeds of paranoia so deep that it dictates all of Slugfest's current actions, even regarding his job. When transporting messages, the thick Decepticon becomes obsessed with the idea that they're about him. He ultimately works himself into a frenzy that results in the destruction of the message and anything that happens to be around Slugfest at the time.

"EXPECT BETRAYAL AND YOUR FRIENDS WON'T DISAPPOINT YOU."



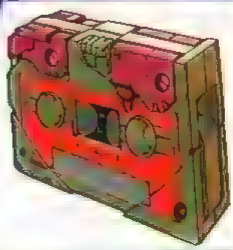
WEAPONS/ABILITIES

Subject has immense physical strength and resistance to damage. In his stegosaurus mode the fins on his back can slide back and forth like a chainsaw's teeth, cutting through most fortifications or armors. He is also armed with two solar-powered vibro-cannons that can shake apart their targets with intense vibrations.

WEAKNESSES

Subject is physically powerful, but his immense stupidity and poor decision-making make him a liability to himself and the Decepticons.

ALTERNATE MODE//



CASSETTE

DECEPTICON

SLUGSLINGER

PRIMARY FUNCTION: AIR DEFENSE

SUB GROUP:
TARGETMASTER

BIO

Slugslinger is a sneering braggart who considers himself the best gunslinger in the Decepticon army—and he's got a burst of gunfire for anyone who disagrees. He'll start a fight with friend or foe to prove how tough he is. If he happens to lose the brawl, he's liable to open fire on his opponent right then and there, although he prefers to wait until he can shoot them in the back by surprise. His teammates find him extremely annoying because of his bad attitude and tendency to point his gun at them for fun. In private, they note how his claims of superiority don't stack up to the accomplishments of real gunslingers like Treadshot. His partner, Caliburst, was a washed-up Nebulan actor [See Nebulon] who joined the Decepticons so he could steal enough money to regain his lifestyle. Like Slugslinger, he plays the role of the tough soldier to the best of his ability.

"THE ONLY WAY TO SURVIVE A DUEL WITH ME IS NOT TO SHOW UP."

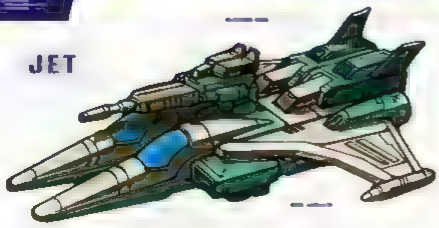




TARGETMASTER:
CALIBURST

ALTERNATE MODE

JET



WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence. He is an adequate sharpshooter and gunslinger. In jet mode, he is armed with a plasma cannon on each cockpit. His maximum speed in this mode is 2,400 mph. His Targetmaster partner [See Targetmasters] transforms into an automatic machine gun, which fires 9,960 armor-piercing shells per breem. Subject can use this weapon in robot and jet modes.

WEAKNESSES

Subject becomes noticeably cowardly when his ammunition dries up.

AUTOBOT

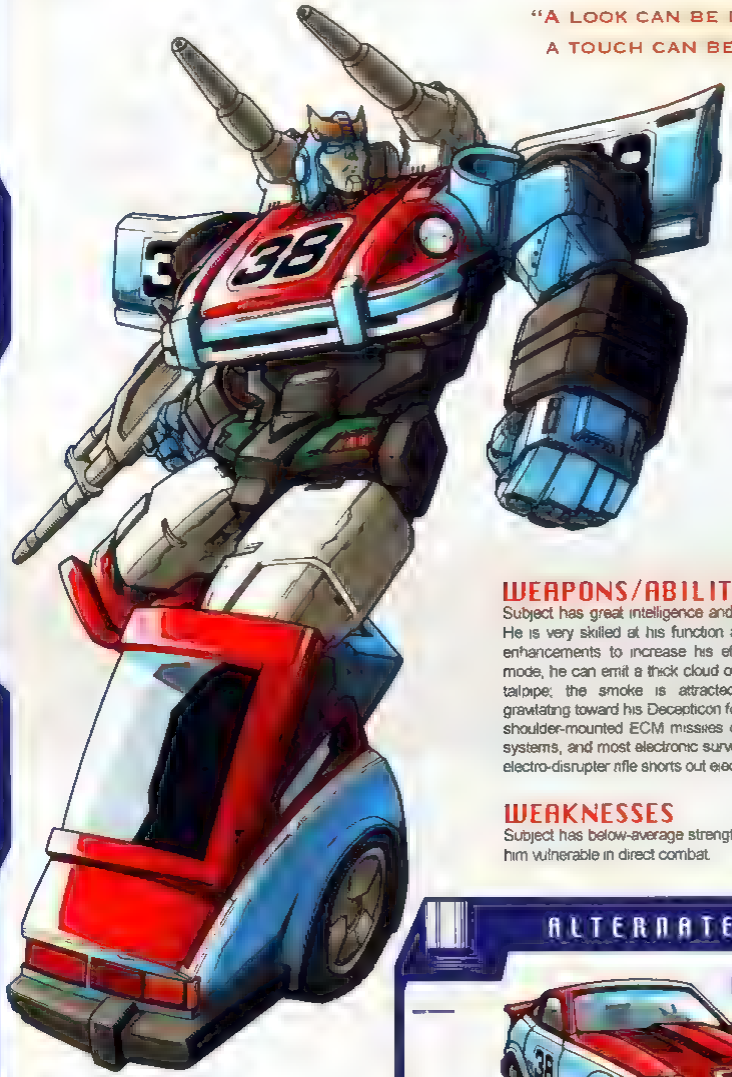
SMOKESCREEN

PRIMARY FUNCTION: DIVERSIONARY TACTICIAN

BIO

Smokescreen's easy to get along with and as charming as they come, but he's always got something up his sleeve. Without even thinking about it, Smokescreen uses his friendly nature to get what he wants from others be it information or compliance to his requests. This tendency to cover his true goals makes him excellent at his job: he's uniquely qualified to draw and redirect Decepticon attention away from Autobot interests. Autobot command occasionally uses Smokescreen to ferret information out of his comrades through friendly conversation, since it's easier for Smokescreen to relate to the rank-and-file.

"A LOOK CAN BE DECEIVING; A TOUCH CAN BE LETHAL."



WEAPONS/ABILITIES

Subject has great intelligence and above-average speed. He is very skilled at his function and possesses several enhancements to increase his effectiveness. In vehicle mode, he can emit a thick cloud of black smoke from his tailpipe; the smoke is attracted to metallic objects, gravitating toward his Decepticon foes. As a robot, his two shoulder-mounted ECM missiles disrupt radar, guidance systems, and most electronic surveillance equipment. His electro-disrupter rifle shorts out electrical-based targets.

WEAKNESSES

Subject has below-average strength, making him vulnerable in direct combat.

ALTERNATE MODE//

RACE CAR



DECEPTICON

SNAPDRAGON

PRIMARY FUNCTION: INTERCEPTOR

SUB GROUP:
HEADMASTER
HORRORCON

BIO

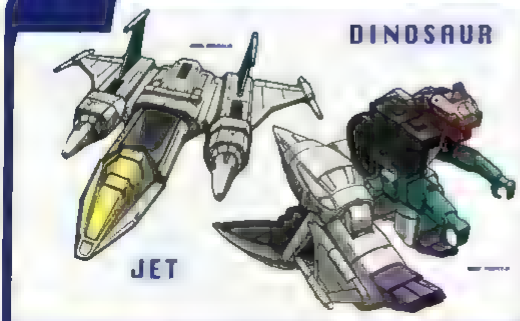
When Snapdragon is at rest he likes to stay at rest. He's unrepentantly lazy, and his messy, unkempt living quarters are considered off-limits by any Decepticons who don't want to wade through its layers of grime to get to Snapdragon. Unfortunately, they often have to. Snapdragon rarely heeds the alarm calling him to battle, forcing someone to retrieve him physically. Interrupting Snapdragon's "relaxation time" fills him with rage, which is the only thing that can effectively motivate him to do anything. Once he gets angry about something, there's little that can hold Snapdragon back. His partner, Krunk, was Lord Zarak's thuggish bodyguard on Nebulon [See Nebulon]. He's just as slovenly as Snapdragon, and his ruthlessness only serves to make Snapdragon even more vicious.

"IF IT DOESN'T GET YOU DIRTY, IT'S NOT WORTH DOING."



HEADMASTER:
KRUNK

ALTERNATE MODES



WEAPONS/ABILITIES

Subject possesses incredible strength, great intelligence, and high resistance to physical damage. He is a Triple Changer [See Triple Changers], capable of transforming between his three modes at twice the speed of the average Transformer, as well as a Headmaster [See Headmasters]. In jet mode, his maximum speed is 8,600 mph, and he is armed with two gyro-guns that negate their targets' balance centers. These are also useable in his other modes. As a dinosaur, his carbon-steel fangs and claws are capable of penetrating most armor plating.

WEAKNESSES

Although he is extremely capable, Subject's initial laziness can leave him open to attack before he's able to prepare himself.

DECEPTICON

SUB GROUP:
PRETENDER

SNARLER

PRIMARY FUNCTION: ASSAULT WARRIOR

PRETENDER SHELL//

"STEALING ISN'T A CRIME; GETTING CAUGHT IS."

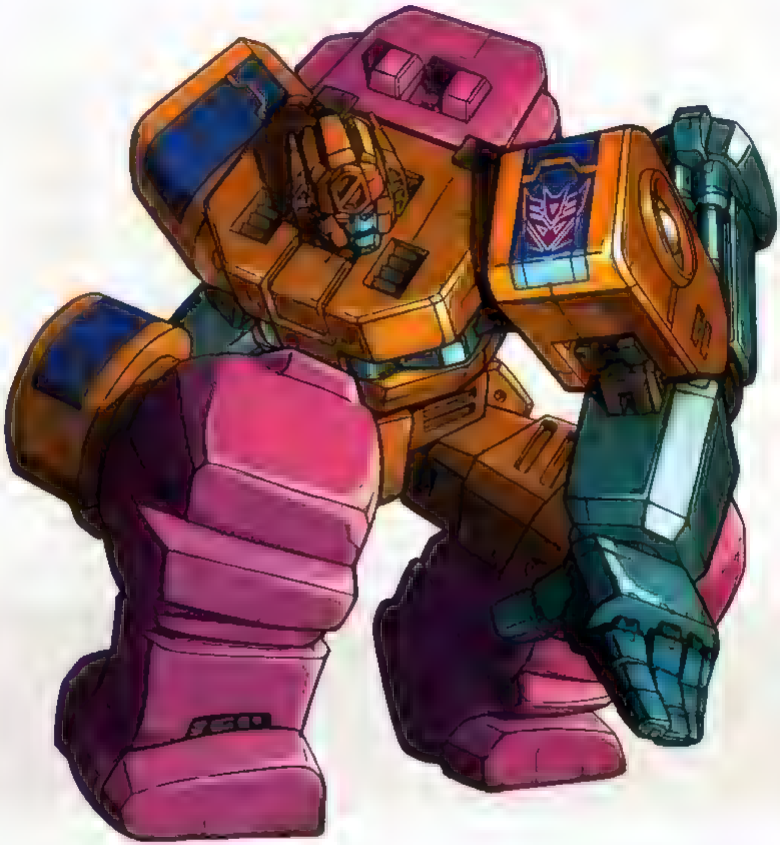
BIO

Snarler doesn't make a single decision that isn't based on his singular brand of shortsighted selfishness. He won't burn a bit of Energon to respond to even the most desperate pleas from his comrades unless he's certain that he can get something out of it for himself. In fact, Snarler is even reluctant to follow orders until he can rationalize how it benefits him. Often, the fact that his superiors would gladly scrap the obnoxious warrior for not responding to direct commands is enough to get Snarler into action with characteristic violence and ferocity. His commanders are already starting to suspect he has a tendency to "procure" his comrades' supplies when they're not looking. The foul-mouthed mechanoid is often teamed with the now-demented Carnivac, whom Snarler sends ahead of himself to soften up his foes.



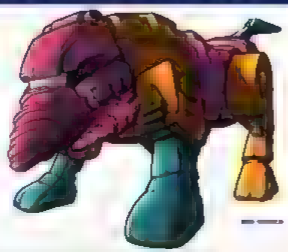
SNARLER

CONTINUED



ALTERNATE MODE//

WILD BOAR



WEAPONS/ABILITIES

Subject has above-average strength, and remarkable resistance to fatigue and injury. His armored outer Pretender shell [See Pretenders] has a submachine gun concealed in its tail, and its tusks can emit sonic waves that interfere with enemies' cerebral impulses, making them confused or even damaging their circuits. As a robot, he's armed with a rotary cannon which fires explosive shells that home in on their targets based on pre-programmed visual data. The cannon has a range of 6 miles and can be used in both of his modes and on the outer shell. In wild boar mode, his drill can puncture enemy armor and then drain their energy.

WEAKNESSES

Subject is not very fast. He's not quite smart enough to pull off his scams as skillfully as he'd like

AUTOBOT

SUB GROUP:
POWERMASTER

SLAPDASH

PRIMARY FUNCTION: INTERCEPTOR

BIO

Slapdash is as poorly suited to warfare as he is to anything requiring precision or care. He's quickly bored by anything that demands actual attention or effort, so he often tunes out long before he can absorb even the basics of whatever Autobot strategy he's supposed to be involved in. This usually leads to a terrifying awakening on the battlefield, where a frightened and clueless Slapdash has to fight his way out of whatever situation he's in without the benefit of knowing the plan—and that's only if he managed to remember to bring his weapon. Slapdash's friends and comrades-in-arms are usually called upon to pull him out of these circumstances, and it's primarily because of them that Slapdash has survived to this day. His friends show intense loyalty even in the face of the trouble Slapdash causes because of his honest friendliness and generosity, although they are irritated by his sloppy and unprofessional habits. Lube, a former Nebulan [See Nebulon] technician, is Slapdash's exact opposite. He's meticulous in everything he does, with a short temper that's often triggered by Slapdash's laziness and inaccuracy. Lube pays extra attention to what Slapdash is supposed to be doing and can later be found yelling frantic orders at him in battle.

"SOMETIMES, IF YOU WAIT LONG ENOUGH, PROBLEMS JUST SOLVE THEMSELVES."



POWERMASTER: LUBE

WEAPONS/ABILITIES

Subject possesses average strength, intelligence, and speed; he also has an above-average resistance to damage. His Powermaster partner [See Powermasters] can act as a fuel source in vehicle or robot mode. In robot mode, Subject is armed with a rifle that magnetically drains targets' energy and a shield to deflect enemy attacks. As a vehicle, he can reach 600 mph for up to 1,800 miles at a time when fully charged with Energon.

WEAKNESSES

Subject is prone to forget refueling, his weapon, and even his Powermaster partner. His carelessness not only endangers him, but also anyone who is relying on him.

ALTERNATE MODE

RACE CAR



DECEPTICON

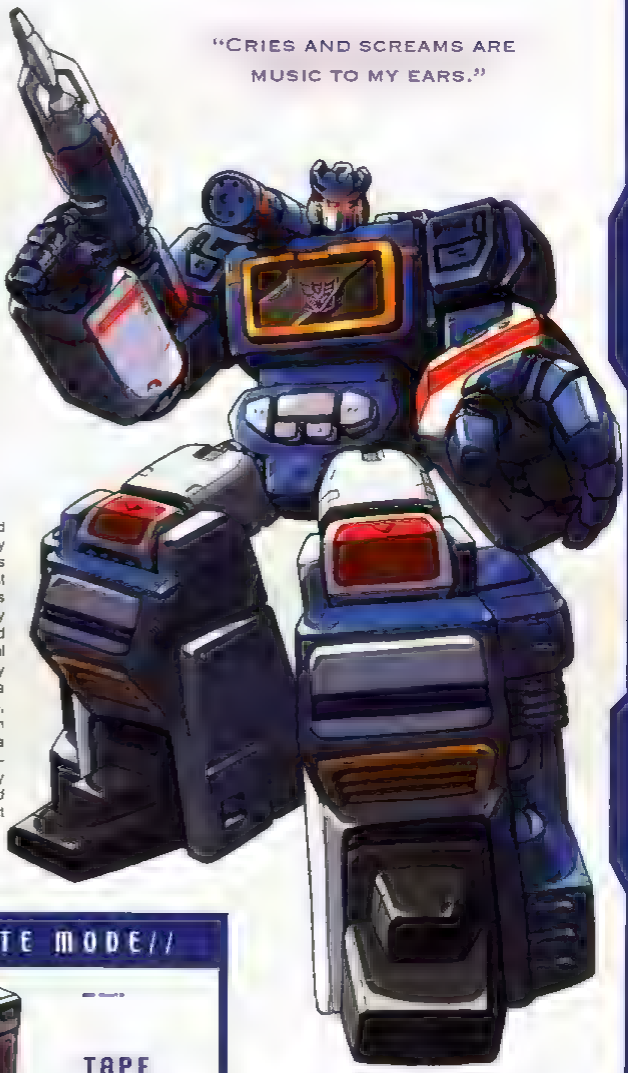
SOUNDWAVE

PRIMARY FUNCTION: COMMUNICATIONS

BIO

[From the Datatracks of Megatron, Decepticon Leader] What is more valuable to a commander: loyalty or reliability? Loyalty is a luxury, but reliability is a necessity for effective military operations. Soundwave exemplifies the latter while projecting as much of the former as realistically possible. Soundwave is an indispensable lieutenant and a fierce warrior with seemingly unshakeable loyalty to me and our cause. When I enter into combat with Soundwave beside me, I am assured that he will perform his role unerringly. I am, however, well aware of his blackmailing of other Decepticons and the fearsome retribution he takes on any who attempt to cross him, safe in the knowledge that he is virtually untouchable in his current position. His flaunting of his role has led many to turn against him, which has only strengthened his need for my favor and implicit protection. Thus far, Soundwave has been utterly faithful to my commands and risked his own life on my behalf several times. But is he only biding his time until his own power base is secure enough? Many great commanders have been undone by trust and friendship throughout history. Can I afford to extend these to even my most capable soldier?

"CRIES AND SCREAMS ARE MUSIC TO MY EARS."



WEAPONS/ABILITIES

Subject has great physical strength and intelligence. He is a skilled and highly professional soldier and lieutenant. Subject's internal scanners can detect even the lowest level energy transmissions for communications purposes as well as sounds that are nearly inaudible to most audio sensors. His advanced sensor suite allows him to monitor electrical impulses, giving him a limited level of telepathy at close range. Subject can also act as a communications center for the Decepticons, keeping all units within 1,000 miles in contact. In robot mode, he wields a concussion gun and a shoulder-mounted, multi-chambered mini-rocket launcher. In both modes, his chest cavity can store the compressed forms of the assorted Decepticon cassettes. Subject can then select and launch any of the stored cassettes.

ALTERNATE MODE//



TAPE DECK

WEAKNESSES

[From the Personal Datatracks of Starscream, Decepticon Aerospace Commander] I've warned Megatron about this two-faced wreck before. He hides behind that monotone loyalty routine, but there's a reason most Decepticons fear him: he can't be trusted! Of course, neither can I, and I'm still here. Guess Megatron just can't win.

DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER

SPACESHOT

PRIMARY FUNCTION: GROUND INFANTRY

BIO

Spaceshot is the significantly more courageous half of the base command team that he and partner Blackout comprise. The stoic and unyielding Spaceshot firmly believes all of his own rhetoric about fighting to the very last circuit—and he's under the mistaken impression that Blackout does, too. The ever-loyal Spaceshot is quick to jump to his partner's defense if other Decepticons question Blackout's valor, correctly pointing out the duo's impressive success rate in combat. What Spaceshot doesn't know is that their success comes primarily from his own unflagging determination in spite of Blackout's disguised cowardice.

"PERSISTENCE IS THE CORNERSTONE OF VICTORY."



WEAPONS/ABILITIES

Subject has above-average intelligence and great physical strength. He is an excellent ground and air warrior and tactician. As a front-end Micromaster Combiner [See Combiners], he can join with Blackout to form a bomber. Subject can also join with any other rear-end Combiner to form a new vehicle mode. Their all-terrain tank is equipped for operations underwater, in extreme temperatures, and even in the vacuum of space. It's armed with long-range cannons and a sophisticated scanner system for enhanced target acquisition capabilities. In base mode, it's armed with an additional photon rocket launcher and several repair bays for field maintenance. Another component becomes a high-speed scout vehicle armed with a stun cannon, which can be piloted directly or via remote control from the base.

WEAKNESSES

Subject has no evident weaknesses, but his faith in his partner is not always justified.

ALTERNATE MODE

BOMBER JET



DECEPTICON

SPARKSTALKER

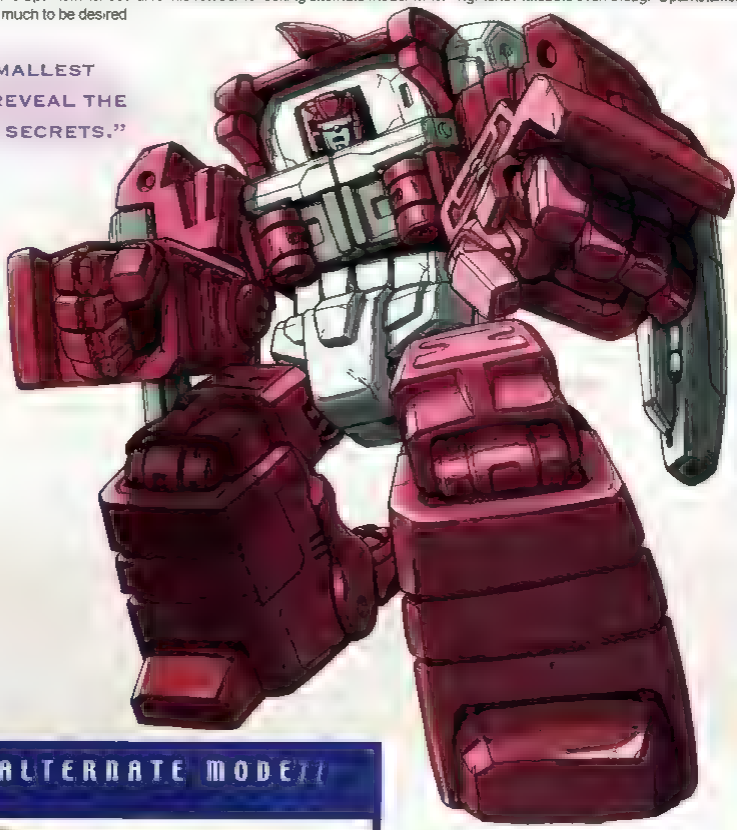
PRIMARY FUNCTION: CRYPTOLOGIST

SUB GROUP:
FIRECON

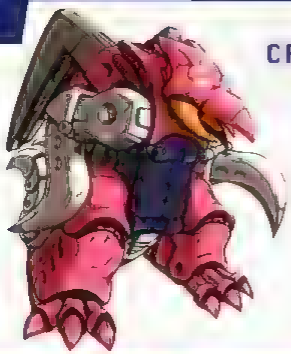
BIO

Sparkstalker is the best kind of criminal genius—the kind that never gets caught. He plots every scheme out to the smallest detail thanks to his zeal for caution and obsession with minutia. In the Decepticon army, he's turned his precise talents to decoding secret Autobot transmissions with commendable success. Sadly, the job doesn't carry the same thrill for Sparkstalker as his criminal exploits, and his fellow Decepticons don't really care how good Sparkstalker is at his job, no matter how hard he works. Despite his immense contribution to the war effort, they find Sparkstalker useful for his fearsome-looking alternate mode, which frightens Autobots even though Sparkstalker's combat abilities leave much to be desired.

"THE SMALLEST DETAILS REVEAL THE LARGEST SECRETS."



ALTERNATE MODE



CREATURE

WEAPONS/ABILITIES

Subject possesses great intelligence. His methodical thought process is ideally suited to plotting out strategies and tactics or decoding heavily encrypted transmissions. In monster mode, his mouth-mounted flamethrower has a range of 15 feet.

WEAKNESSES

Subject has only average strength, and his primary offensive weapon—his flamethrower—is not very accurate or powerful. It requires frequent maintenance.

DECEPTICON

SUB GROUP:
TARGETMASTER

SPINISTER

PRIMARY FUNCTION: AERIAL ASSAULT

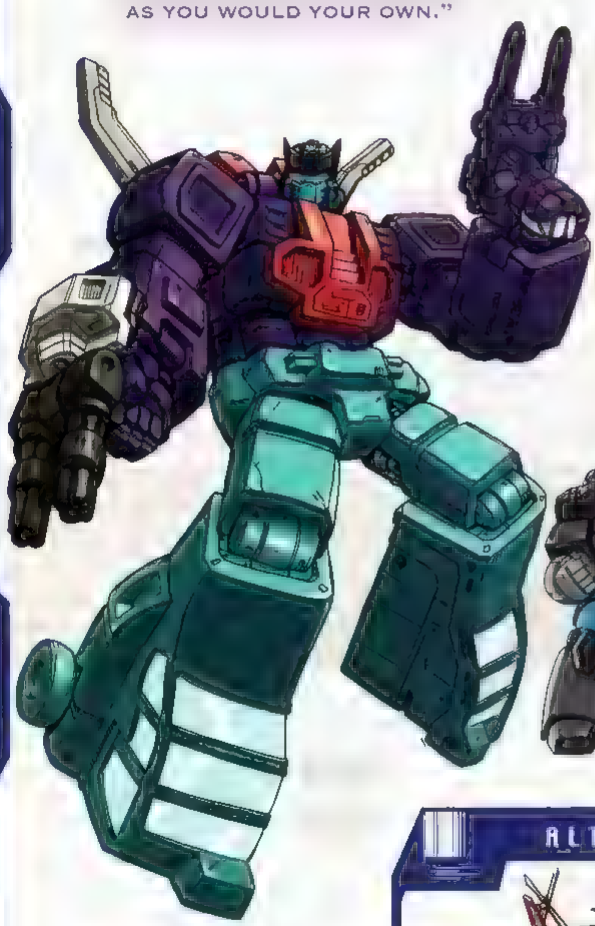
INTO

Spinister rarely speaks, and when he does it's only in relation to the matter at hand. He's wary about revealing any details about himself, so he has few friends among the Decepticons and none who truly know him. Despite the personal gulf that exists between him and his comrades, they all respect his amazing combat record and ability to appear in the nick of time on the battlefield. Cool and professional, Spinister doesn't gloat about his abilities, and he's careful never to underestimate his foes. He's somewhat irritated that his two Nebulan [See Nebulon] partners have to spend so much time with him, and he often takes his leave and lets them wonder where he's gone. When needed, Spinister always finds them, not the other way around.

"RESPECT YOUR FOES' ABILITIES AS YOU WOULD YOUR OWN."

WEAPONS/ABILITIES

Subject is a dual Targetmaster [See Targetmasters] and can use either of his partners' weapon forms in both of his own modes. Singe becomes a flamethrower while Hairsplitter becomes a laser rifle with a sophisticated targeting mechanism. Subject can disappear from sight using an undisclosed method of cloaking his appearance and all audible noise; he uses this to sneak up effectively on targets in either mode.



TARGETMASTER: SINGE

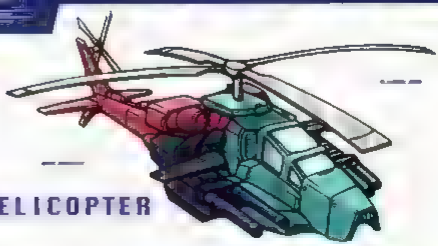


TARGETMASTER: HAIRSPLITTER

WEAKNESSES

His impressive skills belie the fact that Subject has only average firepower and significantly below-average physical strength.

ALTERNATE MODE//



HELICOPTER

AUTOBOT

SPLASHDOWN

PRIMARY FUNCTION: NAVAL COMMANDER

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"OUTFLANK YOUR ENEMY AND YOU WON'T HAVE TO OUTGUN HIM."



BIO

If it's liquid, Splashdown is at home on it or underneath it. He's set sail and fought on it all, against everything from Decepticon marauders to the most vicious sea creatures, yet he has maintained his indomitable spirit and positive mentality throughout. Despite his gruff demeanor when shouting orders over ocean gales, Splashdown is still a jovial sort whose conviction in Autobot beliefs drives him to keep fighting no matter how grim things get. Those who fight alongside him respect his tendency to favor smart tactics over overwhelming firepower; they know Splashdown won't spend the lives of his soldiers carelessly. His upbeat attitude and lively speech make him a distorted mirror image of the Decepticons' Finback, whom Splashdown describes as a "filthy pirate I wouldn't mind sending to the ocean floor permanently."

SPLASHDOWN

CONTINUED



WEAPONS/ABILITIES

Subject possesses above-average strength and great intelligence as well as significant resistance to fatigue and damage. He is an experienced commander with a knack for effective tactics that minimize his troops' casualties. His outer Pretender shell [See Pretenders] is densely armored and impervious to corrosive liquids, it can withstand depths up to 30,000 feet. The shell is armed with an armor-piercing harpoon gun with a range of 5 miles and an electro-spear for hand-to-hand combat. Both are also useable in robot mode. Subject's inner robot transforms into a submersible hovercraft with a maximum above-water speed of 210 mph. In both modes, he can wield a powerful heat laser.

WEAKNESSES

[From the Datatracks of Landmine, Autobot Pretender] Splashdown's tall tales about the high seas are always fun to hear, and he's one of the best warriors we've got ...but he tends to ignore the established chain of command if he thinks he knows better. His taking charge can sometimes endanger land-based operations that needed him to perform a certain function.

ALTERNATE MODE

HOVERCRAFT



AUTOBOT

SPRINGER

PRIMARY FUNCTION: AERIAL DEFENSE

SUB GROUP: TRIPLE CHANGER

[From the Personal Datatracks of Hot Rod, Autobot Cavalier]

"STRENGTH IS MORE THAN PHYSICAL."



BIO

Springer was always a little bit different than the rest. He was the Autobot who could do anything faster and better than you, all while making it look so easy that you had to wonder why you couldn't have just done it like that in the first place. Springer's powerful and capable, and he knows it, but he never comes out and says that to your face—no, he's too secure, too confident to even worry about whether you know it, too. He's so sure of himself that he oozes optimism even when he's making some pessimistic wisecrack in the middle of a blazing firefight. Funny, charming, strong, brave... I guess it's no wonder that Kup and everyone treat him like a god, or why I catch Arcee looking at him every once in a while. Sure, sometimes he'll throw in a little jab at me, but he never takes anything too seriously, and he's one of the most dependable friends I've got, so it's hard to get mad at him for it.

WEAPONS/ABILITIES

Springer's incredibly strong and tough, and he's got brains to match. He's versatile enough to adapt to any situation, combat or otherwise, in a flash. I guess that makes sense, since he's a Triple Changer. He can transform between modes twice as fast as most Transformers. In robot mode, he can use his legs to leap 5 miles straight up. He wields an energy saber that can slice through concrete and a cannon that can fire laser blasts or produce powerful wind funnels. His rocket car mode is armored like a tank, and his thrusters can get him up to speeds of 500 mph; he can also use his cannon in this mode. His helicopter mode utilizes the thrusters to let him fly and maneuver like a jet for short distances.

WEAKNESSES

Is it possible to be too sure of yourself? Springer may be tough, but sometimes I wonder if his skills match his confidence. But maybe I'm "just being jealous," like Kup says.

ALTERNATE MODES



AUTOBOT

SUB GROUP:
ACTION MASTER

SPROCKET

PRIMARY FUNCTION: SURFACE SURVEILLANCE

BIO

When Sprocket's engaged in combat, the only thing that lets observers know he's an Autobot is the invariably fuel-splattered symbol on his arm. He fights with the ferocity of ten fuel-thirsty Decepticons, and field records show that he's never taken a prisoner. Sprocket's enthusiasm for combat might seem like a boon except for the fact that he's not even supposed to be a warrior. Poor resource allocation management in the overtaxed Autobot army led Sprocket to be assigned a surveillance function, completely ignoring his penchant for quick and decisive violence. Still, Sprocket is surprisingly good at his job. He always reports back on what Decepticon activity was going on—right before he destroyed it.

"KNOW YOUR ENEMY AND VICTORY IS YOURS!"



ATTACK CRUISER

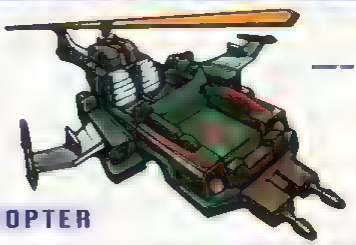
WEAPONS/ABILITIES

Subject possesses great strength and above-average intelligence, he is also a skilled warrior and an adept mechanic. He wields two photon rifles that can transform into the missiles on his vehicle. Subject personally rebuilt his Attack Cruiser to feature photon rifles, magnetic rockets that immobilize metallic targets, and defensive energy shields. The Cruiser transforms into a hovercopter armed with the magnetic rockets plus two front-mounted plasma-pulse machine guns.

WEAKNESSES

Subject's unwillingness to take prisoners or just observe without attacking can lead to a loss of vital military intelligence.

ALTERNATE MODE



HOVERCOPTER

DECEPTICON

SQUAWKBOX

PRIMARY FUNCTION: BATTLEFIELD DISSONANCE



"ONE BEING'S NOISE IS ANOTHER'S MUSIC."

BIO

Combining the talkative Squawktalk with the demanding curiosity of Beastbox led, very unintentionally, to the creation of an impassioned Decepticon musician. Squawkbox loves sound he loves to hear it, create it, and manipulate it Most Decepticons are unnerved by his cacophonous musical creations, but his commanders saw their potential usefulness They assigned Squawkbox the task of distracting and disorienting Autobots on the battlefield through the use of his compositions. This has made Squawkbox incredibly happy; not only does he have a captive audience for his work, he can also record the sounds of battlefield woe for his future endeavors.

WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence, and has an unusually high level of creativity. He is the combined form of Squawktalk and Beastbox [See Combiners], utilizing many of their abilities. He can record and replay anything he hears and channel it through the powerful sonic boomer cannons he wields These cannons serve as the speakers for his musical recordings, combined with Beastbox's air cannons, Subject can create a disorienting and physically damaging sound show

WEAKNESSES

Subject's work creating a battlefield distraction is effective, but if he's not careful he's just as likely to hamper Decepticons as Autobots. He has little offensive capability

DECEPTICON

SQUAWKTALK

PRIMARY FUNCTION: TRANSLATOR

BIO

Squawktalk revels in hearing the sound of his own voice, whether he has something relevant to say or not. His mastery of thousands of languages, codes, and dialects is made all the more ironic by the fact that he has nothing remotely important to say in any of them. Decepticons wait impatiently for Squawktalk to actually have some translating to do because at least then he'll be forced to say something of substance. Although he doesn't explain it well, Squawktalk isn't just rambling to be annoying. He is genuinely enamored with the sound of foreign speech and its artistic qualities, and he finds it pleasant and relaxing to listen to. Unfortunately, his allies don't get the same benefit out of it—they just wish Squawktalk would close his beak.



"IF YOU HAVE NOTHING INTERESTING TO SAY, SAY IT ANYWAY."

WEAPONS/ABILITIES

Subject has below-average strength and average intelligence. He knows approximately 6 500 various languages from throughout the galaxy and has the ability to compute probable dialects and variations by comparing existing information. He wields two deafening sonic boomer cannons in his airborne robot mode.

WEAKNESSES

[From the Personal Datatracks of Dirge Decepticon Warrior] Not only does his constant ranting have the potential to alert Autobots, it puts everyone around him on edge. If he doesn't shut up, I'm going to kill him myself.

ALTERNATE MODE

CASSETTE



DECEPTICON

SQUEEZEPLAY

PRIMARY FUNCTION: SABOTEUR

SUB GROUP:
HEADMASTER

BIO

Squeezeplay is smart enough to know that the aggressor always has the advantage against a surprised opponent. It's the basic principle of sabotage, and the one that governs Squeezeplay's military tactics. He strikes without thinking, always using a rampaging, destructive attack technique to keep his opponents off balance. Although this has served Squeezeplay very well in combat, his binary-bonded Nebulan partner [See Nebulon], Lokos, is trying to get him to use his brains as well. Lokos was a hardened criminal and smuggler who often relied on violence instead of thought, but now he's determined to harness the vast untapped potential of Squeezeplay's intellect to get ahead.

"PLACE BRAWN BEFORE BRAINS AND VICTORY IS YOURS."

WEAPONS/ABILITIES

Subject possesses average strength and great intelligence. He is an expert at sabotage and demolitions, particularly underwater. Subject has undergone the Headmaster process [See Headmasters]. In creature mode, his titanium claws can slice through most armors or obstacles. As a robot, he uses his creature tail as a spiked mace and carries an overrider rifle that fries electrical circuits.

HEADMASTER:
LOKOS





ALTERNATE MODE//

CRAB CREATURE



WEAKNESSES

Subject is very slow, and his unthinking approach can lead him to be overwhelmed by superior forces.

AUTOBOT

SUB GROUP:
MICROMASTER
RESCUE PATROL

STAKEOUT

PRIMARY FUNCTION: SEARCH AND RESCUE

"SOMETIMES YOU MUST GO OUTSIDE OF THE LAW TO ENFORCE IT!"



BIO

Stakeout is aggressive in his pursuit of a goal, even to the point of ignoring or outright breaking regulations to achieve it. It was this attitude that got the Rescue Patrol into trouble with Autobot command during Stakeout's tenure as leader. Despite his good intentions, Stakeout was always taking things too far and reacting without fully appreciating the repercussions. It was during these times that Fixit counseled him, leading Stakeout to realize that there was potentially a better option for leader on the team. The reins of control were transferred, and Stakeout's now dedicated to providing Fixit with the same reasoned support that he was given during his stint as leader.

WEAPONS/ABILITIES

Subject possesses only average strength but great intelligence. He has an extremely sophisticated internal communications array, he can receive, decode, and broadcast a variety of signals with a range of 200 miles. He is also a proficient sharpshooter.

WEAKNESSES

Subject often allows his instincts to override his common sense.

ALTERNATE MODE//

POLICE CAR



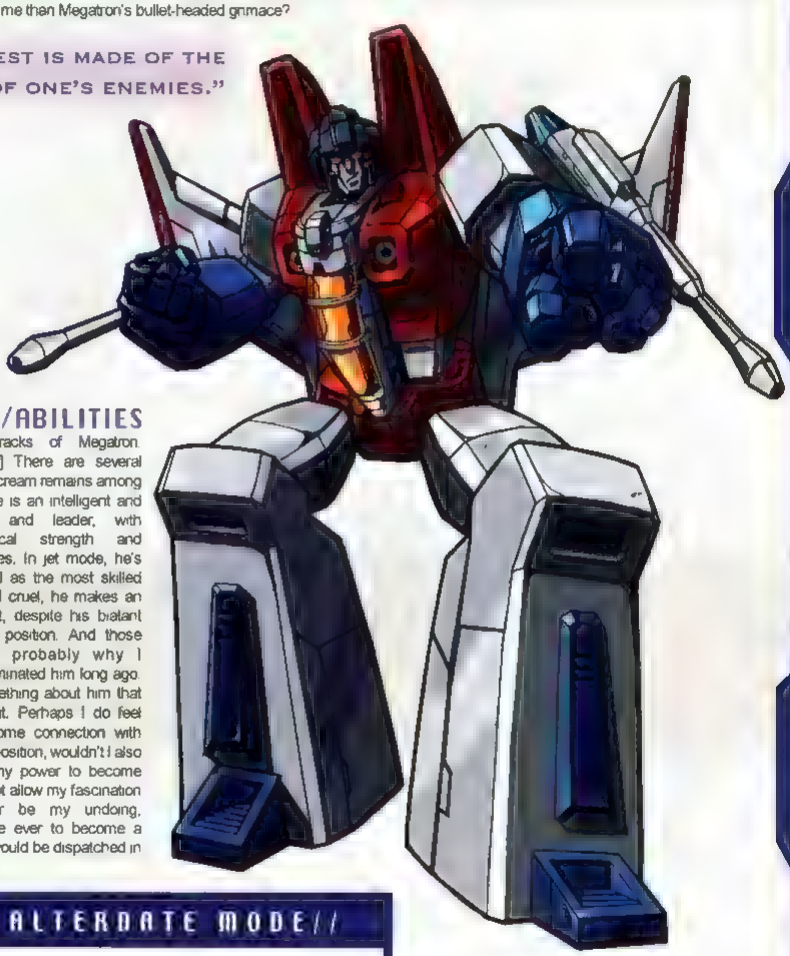
STARSCREAM

PRIMARY FUNCTION: AEROSPACE COMMANDER

BIO

[From the Personal Datatracks of Starscream, Decepticon Aerospace Commander] It's only a matter of time, really. Soon the Decepticons will follow me instead of Megatron. I've learned all I can from him, and the lust for power that makes us so similar is the same thing that will forever prevent us from working together. Neither one of us could ever tolerate the other being in control... not for very long, anyway. And I've just about reached my limit. Megatron may have been a great warrior, but he lacks the style and subtlety that I've mastered. With me in command, the Decepticons would truly have someone to look to for the leadership needed to win this war... and who wouldn't rather be looking at me than Megatron's bullet-headed grimace?

"CONQUEST IS MADE OF THE ASHES OF ONE'S ENEMIES."



WEAPONS/ABILITIES

[From the Datatracks of Megatron, Decepticon Leader] There are several reasons why Starscream remains among the functioning. He is an intelligent and capable warrior and leader, with significant physical strength and offensive capabilities. In jet mode, he's our fastest as well as the most skilled flyer. Ruthless and cruel, he makes an excellent lieutenant, despite his blatant aspirations to my position. And those aspirations are probably why I should have eliminated him long ago. Yet... there is something about him that makes me hesitant. Perhaps I do feel some similarity, some connection with him. Were I in his position, wouldn't I also do everything in my power to become leader? But I cannot allow my fascination with his behavior be my undoing. If Starscream were ever to become a serious threat, he would be dispatched in a very final manner.

ALTERNATE MODE//

JET



WEAKNESSES

Subject is highly skilled, but he sometimes overrates his capabilities.

AUTOBOT

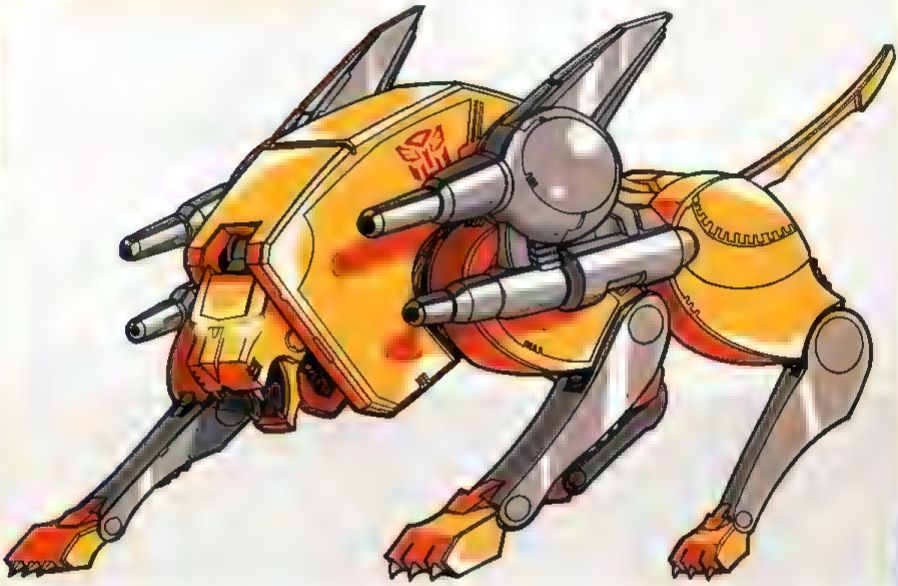
STEELJAW

PRIMARY FUNCTION: TRACKER

BIO

Steeljaw is as tenacious as the infamous bite for which he was named. His behavior when on a tracking mission is so single-minded that his comrades consider him cold or even blatantly rude for acting as if he's too good to interact with them. On the trail of a target, Steeljaw will brush past a fellow Autobot without even acknowledging him and carry on with the hunt. This attitude often gets Steeljaw lumped in with the antisocial Ramhorn, but Blaster knows that it's just a sign of Steeljaw's professionalism. On the inside, Steeljaw is as concerned about his allies as anyone.

"WHAT THE EYES DON'T SEE, THE NOSE KNOWS."



WEAPONS/ABILITIES

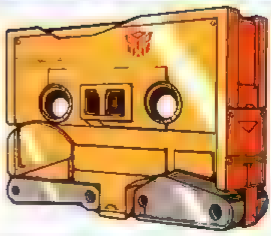
Subject possesses great strength and intelligence as well as phenomenal endurance. Coupled with his complex scanner system which can track trace scents and allows him to see the entire electromagnetic spectrum, this makes him one of the most successful trackers among the Autobots. In robot mode, his jaws can cut through a foot-thick chunk of steel with one pass. Once his jaw closes on something little short of destruction can get him to let go. As a cassette, Subject can use an internal electromagnet to attach himself to metallic objects, this often helps him save fuel while tracking. Like Ramhorn, Subject got his reformatted robot mode thanks to Blaster's interest in Earth's TV transmissions.

WEAKNESSES

Subject is prone to rusting in humid environments.

ALTERNATE MODE

CASSETTE



DECEPTICON

STONECRUNCHER

PRIMARY FUNCTION: BATTLEFIELD FORTIFICATION

SUB GROUP:
MICROMASTER
COMBINER
CONSTRUCTOR
SQUAD

BIO

Stonecruncher is the loudmouth jock of the Constructor Squad. He says everything with an overly enthusiastic tone, making a chant or rallying cry out of anything and everything. The other members of the squad find his boisterous attitude a welcome one when the team members start to compete against each other or a project seems impossible to complete. Stonecruncher usually spearheads the attempt to get everyone "back into the game." When not working, he's trying to get the other Decepticons to engage in some wild party or gag. Although his jokes are crude and he's extremely vicious in combat, there is a more sensitive aspect to him. Stonecruncher is extremely protective of his teammates, particularly his quiet partner, Excavator. If anyone threatens the introverted Decepticon, Stonecruncher reacts swiftly and violently in his defense.

"THE BIGGER THE AUTOBOT SCRAP HEAP, THE GREATER OUR SUCCESS!"

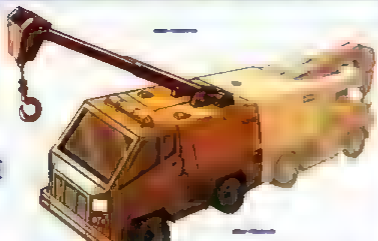


WEAPONS/ABILITIES

Subject has great strength and endurance plus average intelligence. He is a skilled construction worker, familiar with most design methods and equipment. Subject is a front-end Micromaster Combiner [See Combiners] who joins with Excavator to form their vehicle mode; he can also join with any other rear-end Micromaster Combiner to create a new vehicle mode.

ALTERNATE MODE//

CRANE



WEAKNESSES

Subject doesn't pay attention to what's going on around him when he's in the middle of one of his loud tirades.

DECEPTICON

SUB GROUP:
MICROMASTER
AIR STRIKE PATROL

STORM CLOUD

PRIMARY FUNCTION: ESPIONAGE

[From the Personal Datatracks of Tailwind, Decepticon Espionage]

BIO

Storm Cloud likes to think he's smart. He's not. Announcing every couple astroseconds that you want to replace your team leader isn't "smart"—you only do that if you've got some skills to back it up. Not everyone can pull off a Starscream, right? Storm Cloud's talented enough, and he's managed to build quite a reputation as a warrior. But he throws it all away every time he opens his stupid mouth. That's when he reveals how narrow-minded, petty, and ignorant he and his plans really are. All the bickering doesn't help the team's effectiveness, but Storm Cloud manages to pull it together when we're on a mission, except for his theatrical aerial combat antics. Maybe someday a real leader will come along and put these 'Cons in order.

"THE AIR IS MY PLAYGROUND."



WEAPONS/ABILITIES

Storm Cloud has slightly above-average intelligence and endurance, and great speed. In jet mode, he has a talent for complex aerobatic maneuvers that allow him to maximize his combat abilities. He's not too bad at fly 'n' spy tactics—when he can focus on the mission.

WEAKNESSES

Storm Cloud's big mouth is his biggest weakness. He broadcasts what he's going to do to his opponents, allowing them the time to prepare a counterattack. Plus, he's got below-average strength.

ALTERNATE MODE//

JET



DECEPTICON

STRANGLEHOLD

PRIMARY FUNCTION: ENFORCER

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"RULE ONE IS:
THERE ARE NO RULES!"



BIO

Combat was always the only option for Stranglehold, whose strength far outweighs his intelligence. He started off as a gladiator pounding and wrestling his opponents into submission with a brutality that was exceeded only by Megatron's. Stranglehold had no problem using illegal techniques to win and would continue mercilessly to bash his victims long after the match was over. These tactics got him ejected from most arenas and forced him to turn to other means to earn a living. He bounced around as a criminal enforcer and was eventually glad to sign up for service with the Decepticons, the only group that would willingly help him quench his thirst for inflicting pain on others. No one would ever accuse Stranglehold of being a great thinker, but they can't deny he's a great fighter. Stranglehold has even developed a type of camaradene and loyalty with his fellow Decepticons Octopunch and Bludgeon.

STRANGLEHOLD

CONTINUED

WEAPONS/ABILITIES

Subject possesses immense strength and physical endurance. He is a skilled warrior specializing in hand-to-hand combat; his immobilizing wrestling techniques are unmatched among most Transformers. His outer Pretender shell [See Pretenders] serves as an extra layer of armor for Subject. The shell is armed with a brawn blaster that diminishes targets' power reserves, making them even easier prey. As a robot, he is armed with a concussion blaster. In rhino mode his charge is practically unstoppable, allowing him to topple entire city blocks without being slowed down.

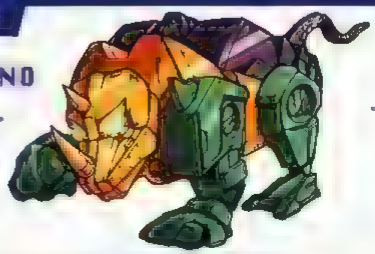


WEAKNESSES

Although Subject is a physical powerhouse, he is mentally plodding. Outside of fast thinking in hand-to-hand combat, he barely exhibits any intellectual prowess.

ALTERNATE MODE

RHINO



AUTOBOT

STRIKEDOWN

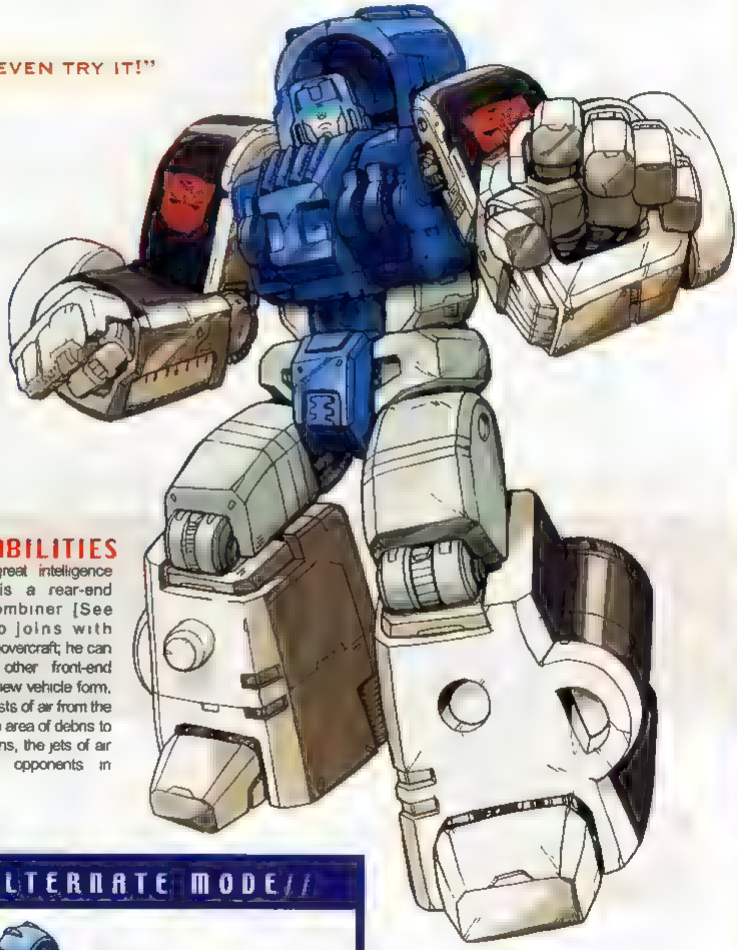
PRIMARY FUNCTION: URBAN PROTECTION

SUB GROUP:
MICROMASTER
COMBINER
METRO SQUAD

BIO

Strikedown always takes an unusual interest in shooting down others' ideas. Before someone is even half-finished explaining what their plan is, Strikedown will coolly tell them why it won't work and to just forget about it. This behavior irritates those around him, but they know to value the logical and decisive Autobot's opinions about such things. On the field with the rest of the Metro Squad, Strikedown is just as quick to shoot down any Decepticon attempts at harming civilians during their attacks. It's Strikedown's selfless and heroic acts defending innocents on the battlefield that help his comrades look past his pessimistic, offhand dismissals of their ideas and thoughts.

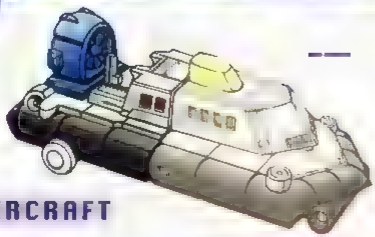
"DON'T EVEN TRY IT!"



WEAPONS/ABILITIES

Subject possesses great intelligence and strength. He is a rear-end Micromaster Combiner [See Combiners] who joins with Powerrun to form a hovercraft; he can also join with any other front-end Combiner to create a new vehicle form. In vehicle mode, the gusts of air from the hovercraft can clear the area of debris to enable rescue operations, the jets of air can also unbalance opponents in combat.

ALTERNATE MODE//



HOVERCRAFT

WEAKNESSES

Subject will sometimes judge an idea too quickly, cutting off a good plan. In vehicle mode, the base of the hovercraft is prone to tears or damage.

DECEPTICON

SUB GROUP:
STUNTICON

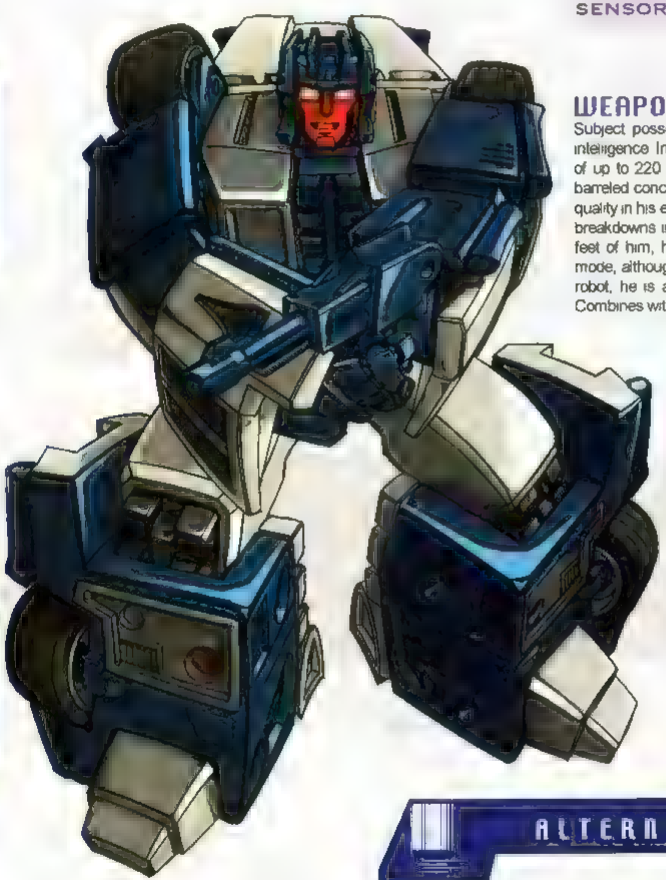
BREAKDOWN

PRIMARY FUNCTION: SCOUT

BIO

Breakdown is always paranoid about what others might be thinking about him. He thinks all optic sensors are on him at all times, picking out faults for others to laugh about later. His lack of self confidence is visible to others through his jerky, nervous movements, comments about this only serve to worsen Breakdown's already low self-image. Breakdown even becomes convinced that inanimate machines, like scanners, are peering at him with malicious intent. Underneath it all, Breakdown fears being different more than anything else, and Stunticon leader Motormaster plays on this concern gladly. Motormaster will make up things to pick on Breakdown about, stoking the flames of hatred in the beleaguered Decepticon scout. Breakdown's psychosis makes him particularly violent and unpredictable in combat.

"KEEP YOUR OPTICAL SENSORS TO YOURSELF."



WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence. In vehicle mode, he can reach speeds of up to 220 mph, and he can deploy a double-barreled concussion cannon. A unique vibrational quality in his engine can cause severe mechanical breakdowns in the objects and beings within 500 feet of him, he can also use this ability in robot mode, although the range is cut to 100 feet. As a robot, he is also armed with a concussion rifle. Combines with fellow Stunticons to form Menasor.

ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Subject's nervousness and paranoia greatly affect his performance: he's even been known to shut down due to his erratic thoughts. He is also prone to a leaky fuel pump that limits his endurance.

DECEPTICON

DEAD END

PRIMARY FUNCTION: WARRIOR

SUB GROUP:
STUNTICON

BIO

The most encouraging thing Dead End is capable of saying before combat is that he hopes he doesn't suffer too much when his inevitable death comes. Pessimism is a way of life for Dead End, whose reliably dour mood has become a source of humor among his fellow Stunticons, particularly the mean-spirited Motormaster. He'll tease Dead End about his incessant moping and bizarrely intense maintenance and beautification routines, which only serves to further crush Dead End's broken spirit. Dead End likes to keep himself looking and feeling perfect so that when the end does arrive, he'll leave an attractive corpse to let everyone know what they'll be missing. He finds conflict pointless since everyone will wind up dead eventually but he becomes a surprisingly fearless and ferocious fighter when stirred to combat. That's the only time his outlook improves because it focuses Dead End on his desire to live; he may be convinced he'll become inoperative eventually, but he doesn't want to do it anytime soon.

"WE ARE ALL JUST FOOD FOR RUST."



WEAPONS/ ABILITIES

Subject possesses significantly above-average strength and above-average intelligence. Once roused to fight, he's a highly effective warrior. As a vehicle, he can reach a top speed of 220 mph. His internal radar system allows him to track the movements of vehicles and robots within a 200-mile radius; he can use the information to map terrain, enemy positions, and troop movements. He can use this knowledge to lead enemy combatants into traps before they can figure out the lay of the land. Subject can deploy a double-barreled compressed air cannon as a vehicle; in robot mode, he uses a handheld compressed air rifle. Even the smaller rifle is capable of delivering 40,000 psi of pressure. Combines with fellow Stunticons to form Menasor.

ALTERNATE MODE

SPORTS CAR



WEAKNESSES

Subject is extremely difficult to motivate into fighting, often requiring a direct verbal or physical assault (from the Autobots or even Motormaster) before he answers the call to arms.

DECEPTICON

SUB GROUP:
STUNTICON

DRAG STRIP

PRIMARY FUNCTION: WARRIOR

"THE FIRST ONE TO CROSS THE FINISH LINE LIVES!"

BIO

Drag Strip is a loathsome braggart whose vocal circuitry seems programmed solely to taunt others nonstop about how inferior they are compared to him. No matter how insignificant a contest may seem—from a race to the casual slinging of insults between comrades—Drag Strip approaches it with deadly seriousness. Observers are often shocked at how quickly and maniacally Drag Strip reacts to some real or perceived challenge; compelled to win at any cost, he will selfishly use any underhanded means to ensure victory for himself. Drag Strip's pathological need to feel superior to others drives his frenetic emphasis on winning which makes him highly unpopular among his comrades. Of course, the spiteful Motormaster never misses an opportunity to mention his own superiority over Drag Strip, which infuriates the competitive Stunticon warrior.



WEAPONS/ABILITIES

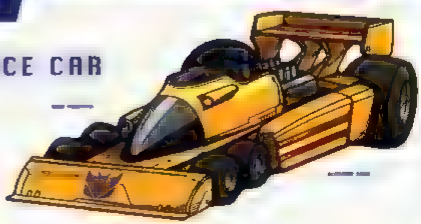
Subject has above-average strength and intelligence. He's a first-rate racer and a determined warrior. As a vehicle, he can hit speeds of 250 mph and can deploy a double-barreled plasma energy blaster that can fire explosive bolts of energy at a range of 2,000 yards. As a robot, he is armed with a gravito-gun that enhances or reduces the effects of gravity on a target, making it float away, become immobile, or even tear itself apart due to competing pressures. Combines with fellow Stunticons to form Menasor.

WEAKNESSES

Subject is prone to overheating, especially when he's worked up over some competition. His inability to back away from a challenge can physically endanger him, and he can't always count on the assistance of the Decepticons, many of whom despise him.

ALTERNATE MODE//

RACE CAR



DECEPTICON

MOTORMASTER

SUB GROUP:
STUNTICON

PRIMARY FUNCTION: STUNTICON LEADER

[Incarceration Report D3111934 Red Alert, Autobot Security Director]

BIO

The best way to put Motormaster in perspective is this. How vile must a Decepticon be to earn the hatred and disgust of his own comrades? Motormaster is the answer to that question. It's not just his absolute cruelty and remorselessness that make him a menace it's the unhidden joy he takes in causing pain and suffering, even among his own troops. He's a master of simple-minded bullying psychology mentally torturing his warriors into effective soldiers. Motormaster acts from a sense of entitlement that defies conscience, never letting anyone forget that he's utterly convinced of his own invincibility. And he's not far off in that respect since his level of power makes it difficult to hinder, let alone stop, him from performing whatever atrocity springs to his diabolical mind. I shudder to think what might happen if he were to be set free once again. It's for these reasons that I recommend permanent deactivation for this prisoner.

"THESE WHEELS ARE MADE FOR CRUSHING."



WEAPONS/ ABILITIES

Motormaster's physical strength and resistance to damage is exceptional. At his vehicle mode's top speed of 140 mph, Motormaster can crush a 20-foot block of concrete into powder with no apparent damage to himself. He's been known to claim that not even the legendary Optimus Prime could withstand being rammed by him. As a robot, he wields an atom-smasher rifle and an energo-blade. He forms the torso element of Menasor.

ALTERNATE MODE//

TRACTOR TRAILER



WEAKNESSES

Although he consumes fuel at a high rate, Motormaster has no real physical liabilities. The utter contempt most Decepticons have for him limits his chances of getting help but he rarely needs any.

DECEPTICON

SUB GROUP:
STUNTICON

WILDRIDER

PRIMARY FUNCTION: TERRORIST

BIO

Anyone who has seen Wildrider on the roadway and managed to survive later harbors no doubt about how the Decepticon earned his name. With endless malicious energy, Wildrider destroys property and lives with the same grating cackle and careless, erratic manner. His insane antics have been so effective at spreading fear and terror that Wildrider's superiors have taken notice, congratulating him on his technique. These accolades are lost on Wildrider, who responds only with a quizzical look and terrifying laugh—he knows he's not following any plan; he really just is that crazy. Wildrider can't stand quiet, so his actions are all geared toward making the loudest ruckus possible. To torment him, Motormaster sometimes orders the other Stunticons to be utterly quiet; the devilish leader then laughs about Wildrider's frantic reaction.

"EITHER YOU'RE OUT OF MY WAY OR YOU'RE OUT OF LUCK."



WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence. He is very maneuverable in vehicle mode and can reach a top speed of 250 mph. He can also deploy a trunk-mounted double-barreled plasma cannon in this mode. As a robot, he wields a scattershot gun that fires an erratic flurry of powerful laser beams at a range of 1/4 mile. The beams' firing pattern fills 50 square feet and can destroy a building in a fraction of a breem. He combines with the other Stunticons to form Menasor.

WEAKNESSES

Subject's driving makes him prone to damage such as blow-outs, which require maintenance. His irrational fear of quiet can make him nervous and ineffective as a warrior. Subject's need to create noise makes it impossible for him to follow through on plans requiring secrecy.

ALTERNATE MODE//

SPORTS CAR



DECEPTICON

MENASOR

SUB GROUP:
STUNTICON

PRIMARY FUNCTION: SUPER WARRIOR

[Incarceration Report D3111931 - D3111935 (Compiled): Red Alert, Autobot Security Director]

BIO

I can't express what a relief it is for my sensory circuitry to see these five—make that six—maniacs locked away where they can't do any further harm. The so-called "Stunticons" were always one of the most unpredictable and dangerous Decepticon units: they each have a deep-seated psychological instability that serves to enhance their violent tendencies beyond even their fuel-thirsty peers. Their mental problems, penchant for violence, and conflicting personalities make their combined form one of the most feared on Cybertron. In fact, it's the very incompatibility of the five Stunticons that form Menasor that creates his rage-fueled destructive capacity. When the mental bickering in his head gets to be too much, Menasor lashes out wildly and uncontrollably at everything around him, causing more death and destruction with a single swipe of his hand than a dozen full Decepticon units.

"LEAVE NO AUTOBOT UNCRUSHED."



WEAPONS/ABILITIES

Menasor's strength is staggering, a punch from one of his arms delivers over 140 tons of concussive force. His armor is unaffected by most weapons fire, and his joints are more heavily protected than most Combiners [See Combiners]. He is armed with Motormaster's atom-smasher rifle and energo-sword.

WEAKNESSES

Aside from his slow walking speed, Menasor's greatest weakness is his fractured personality. Unfortunately, it's also what makes him so unreachable and dangerous.

DECEPTICON

SUB GROUP:
PRETENDER

SUBMARAUDER

PRIMARY FUNCTION: UNDERSEA WARFARE

PRETENDER SHELL//

"CONQUER THE SEAS AND THE REST WILL FALL!"



BIO

Submarauder is a reclusive intellectual who likes to ponder the mysteries of the sea in total solitude, making other Decepticons wonder exactly what he finds so fascinating down there. Hovering in the darkest depths of the ocean, Submarauder is content to observe the undersea creatures he so respects as they swim with and around him. Despite his quiet, scholarly demeanor, it doesn't take much to activate Submarauder's hair-trigger anger; just seeing an Autobot penetrate his watery domain is usually enough to make him explode with hatred and rage. Submarauder is a diabolically clever warrior, known for appearing suddenly and silently among his prey. He attacks with a blind fury, rending and blasting his foes before composing himself and floating off to return to his lonely undersea travels.

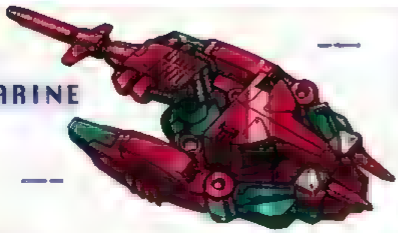
SUBMARAUDER

CONTINUED



ALTERNATE MODE//

SUBMARINE



WEAPONS/ABILITIES

Subject has great strength and intelligence as well as overall endurance. He is an expert in marine science; there is also some evidence that he can communicate with and command some sea creatures. His outer Pretender shell [See Pretenders] is armed with a proton cannon, deflector shield, and an organic-steel sword that eats through metals. Inner robot can use all of the shell's armaments and can also transform into a deep sea attack submarine armed with the proton cannon.

WEAKNESSES

Subject sometimes stays in the water too long, neglecting to refuel. He is also extremely protective of marine creatures and will even confront fellow Decepticons who carelessly threaten them.

AUTOBOT

SUB GROUP:
MICROMASTER
BATTLE PATROL

SUNRUNNER

PRIMARY FUNCTION: RAPID DEPLOYMENT STRIKE FORCE

BIO

As is the case with many airborne Autobots, Sunrunner feels just a little superior to his ground-bound brethren. He feels his ability to operate in the air makes him a more effective warrior than his comrades, which leads to a little bit of resentment among the rest of the patrol. Sunrunner doesn't care because he knows his role as air support for the Battle Patrol is too valuable for them to alienate him completely. Without meaning to, Sunrunner imitates Flak by over-emphasizing his own contributions instead of the dutiful planner's work.



"RULE THE SKIES AND THE GROUND WILL BOW BEFORE YOU."

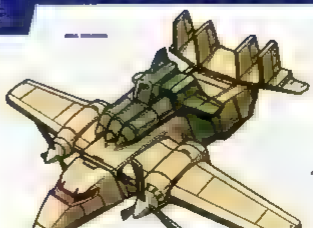
WEAPONS/ABILITIES

Subject has great physical strength and above-average intelligence. He is a skilled combat pilot, but his vehicle mode is not very maneuverable. He has a radar scanner with an effective range of 100 miles; he also uses this to target his heat-seeking missile attacks.

WEAKNESSES

Subject's attitude of superiority makes him reluctant to request assistance from his comrades, and he is prone to overestimating his maneuverability in the air.

ALTERNATE MODE//



JET

AUTOBOT

SUB GROUP:
MICROMASTER
COMBINER

SURGE

PRIMARY FUNCTION: LONG RANGE DEFENSE

"LISTEN TO THOSE WHO'VE BEEN THERE AND YOU'LL KNOW."



BIO

Surge is an excited participant in the Autobot war effort, full of idealism and hopeful thoughts. He's partnered with the embittered Retro, whom Surge manages to cheer up with his sincere interest and efforts. Unlike many younger Autobots, Surge wants to hear what the older warriors have to say so that he can learn from them and help figure out a way to stop the conflict. Even when he's heard a story 20 times before, Surge will politely sit through it again, nodding and asking questions. Retro and Surge's mentor/student relationship has bred fierce loyalty between the duo.

WEAPONS/ABILITIES

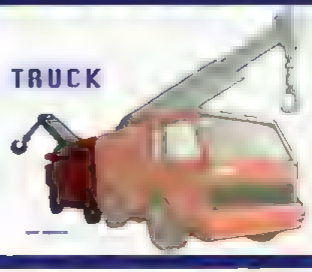
Subject has great strength and slightly above-average intelligence. He is a rear-end Micromaster Combiner [See Combiners] who forms a crane truck with Retro; he can also join with any other front-end Combiner to form a new vehicle mode. Subject is fully trained to help Retro operate the Missile Launcher Transport, which transforms into a stationary battle platform equipped with two gun emplacements in addition to its dual long-range missiles. The platform can also split into two mobile vehicles that can be commanded by a Micromaster.

WEAKNESSES

Subject is sometimes overly reliant on advice and orders from others.

ALTERNATE MODE

CRANE TRUCK



AUTOBOT

SUNSTREAKER

PRIMARY FUNCTION: WARRIOR

BIO

[From the Personal Datatracks of Sideswipe, Autobot Warrior] He might be my twin brother but there's still a lot about Sunstreaker that even I don't get. He thinks he's the prettiest thing ever, but it's not enough for just him to think that. Sunstreaker needs everyone to know and accept that he's better than they are. He goes on and on about how his style and looks outmatch everyone else's. This leads to a lot of tension between him and the other Autobots, who he's constantly tearing down behind their backs. I think the only reason I get excluded from this contempt, to my face at least, is because he needs someone to talk to about it or he might go nuts. A lot of 'bots have said that talking to Sunstreaker is a creepy experience, even when he's pretending to be cool with you, there's something going on behind those icy optic sensors of his. Almost like he's sizing you up and thinking about ten different ways he could pull out your fuel pump. I think what bothers them most is the fact that he probably could. Streaker's one of best fighters we've got, and he's downright scary when he gets into battle: cold, ruthless, and without any shred of mercy. But, hey, he is my brother.



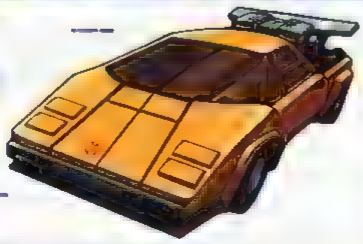
"THEY CAN'T BEAT THE BEST."

WEAPONS/ ABILITIES

Sunstreaker's strength is only a bit above average, but his mastery of combat is top-notch. From hand-to-hand gladiatorial combat to sharpshooting, Sunstreaker's got it covered. He's a calculating and methodical fighter with great agility and a polymer-steel skin that shrugs off most artillery. In vehicle mode, he's got excellent speed. As a robot, he's armed with an electron-pulse rifle that fires 300 bursts per Earth second and ground-to-air missiles. There's not much he can't handle.

ALTERNATE MODE

SPORTS CAR



WEAKNESSES

[Medical Assessment, From: Ratchet, Autobot Surgeon] Frankly, Optimus, it's Sunstreaker's attitude that worries me most. He's got all the signs of sociopathic tendencies, which makes him a potential danger to his own teammates. He's easily baited into battle, and his inability to work effectively with anyone but Sideswipe puts him at great risk.

AUTOBOT

SURESHOT

PRIMARY FUNCTION: SHARPSHOOTER

SUB GROUP:
TARGETMASTER

BIO

Sureshot always had a gift for sharpshooting. to the point where he just accepted his phenomenal ability as an intrinsic part of himself. When the war broke out, the Autobots convinced him to join by giving him some leeway from the regular chain of command. By doing so, his innate confidence in his skills grew to border on arrogance in the view of others. Sureshot usually doesn't try to be egotistical—he's just as sure of himself as his name suggests. This balance was upset when the Nebulan [See Nebulon] Spoilsport became Sureshot's partner. Spoilsport is a great marksman in his own right, needing no help from Sureshot to hit a target. The fact that Sureshot's own gun can match his exceptional skills imitates the Autobot, especially when Spoilsport shows off his skills. The duo has a difficult time working together unless absolutely necessary, but they are a devastating team.

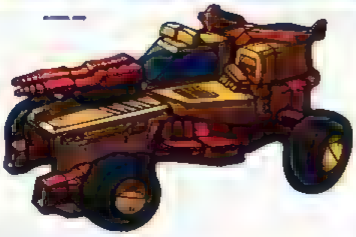


"BELIEVING IN YOURSELF IMPROVES YOUR AIM BETTER THAN TARGET PRACTICE."

TARGETMASTER:
SPOILSPORT

ALTERNATE MODE

CAR



WEAPONS/ABILITIES

Subject has above-average strength and intelligence. As a vehicle, his maximum speed is 290 mph with a range of 1,200 miles. Subject has an uncanny ability to hit targets; he can hit targets six miles away dead center without even looking at them, just operating from memory. His Targetmaster partner [See Targetmasters] is an equally adept shot. Spoilsport transforms into a double-barreled laser cannon that is useable in both of Subject's modes.

WEAKNESSES

The friction between Subject and Spoilsport interferes with their effectiveness. Spoilsport can overheat if fired too rapidly in weapons mode.

AUTOBOT

SWERVE

PRIMARY FUNCTION: METALLURGIST

"MOLECULAR STRUCTURE IS THE WINDOW TO UNDERSTANDING."



BIO

Swerve isn't your typical "absent-minded" scientist. At first glance, he might appear that way. Swerve rarely pays attention to the collateral damage caused by his furious driving, and he's prone to forget completely about orders when struck by a brainstorm. But Swerve could be more accurately described as a "single-minded" scientist; his poor driving and inability to focus on what's being said to him are due to his determination to finish whatever main project he's been assigned. He's constantly tabulating information and trying to come up with a solution to some question he's toiling over, although it sometimes interferes with whatever else he might be doing at that moment. The Autobots find his intensity admirable, but nobody wants to drive next to him when he's got an enigma on his mind.

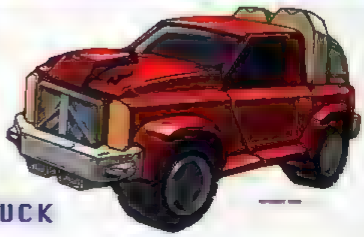
WEAPONS/ABILITIES

Subject has above-average strength and great intelligence. He is an expert at metallurgical science. In vehicle mode, he can travel at speeds of 120 mph for up to 500 miles. In robot mode, his hands contain sensors that can divine the chemical and physical properties of metals and various geological substances.

WEAKNESSES

Subject isn't heavily armored, putting him at risk during firefights and combat operations. His poor driving forces him to undergo numerous minor and major repairs.

ALTERNATE MODE//



4WD TRUCK

AUTOBOT

SWINDLER

PRIMARY FUNCTION: RECONNAISSANCE

SUB GROUP:
MICROMASTER
RACE CAR PATROL

BIO

Working smarter, not harder, is Swindler's prime directive. He operates quickly and efficiently, always finding a resourceful way to maximize his effectiveness. Aside from team leader Road Handler, Swindler is the most professional component of the patrol. Swindler is often called upon to come up with some new tactic or strategy to get them out of a dangerous recon situation. Swindler stays calm and handles these situations with characteristic grace, whether he's gambling for a game or for his life, since he doesn't expect to lose.

"BURN RUBBER, NOT ENERGON."



WEAPONS/ ABILITIES

Subject has great intelligence. He is a skilled gambler and short-term tactician. In vehicle mode, he has only average speed but great maneuverability.

ALTERNATE MODE

SPORTS CAR



WEAKNESSES

Subject is not physically very powerful, even for a Micromaster. He must rely on his intelligence and skill with a laser to get by.

AUTOBOT

TAILGATE

PRIMARY FUNCTION: SCOUT

"LET MY FELLOW MECHANICAL BEINGS GO!"



BIO

Tailgate is famous—and perhaps infamous—for his tireless dedication to and championing for the rights of his fellow beings. Optimus Prime's deeply held belief that freedom is the right of all sentient beings struck a profound chord with Tailgate, who took up arms alongside the Autobot army as a result of it. However, the horrors of viewing Decepticon atrocities have taken a toll on Tailgate's perceptions. He's now so sensitive to the plight of beings across the galaxy that he makes no distinction between sentient and non-sentient creations. When Blaster started showing the Autobots Earth TV transmissions, Tailgate was horrified by the wanton destruction of machinery there. No amount of explaining has thus far managed to convince Tailgate that Earth's machines aren't sentient like Transformers and other mechanical beings. Until he realizes otherwise, Earth's cars and appliances have a well meaning but severely misguided champion in Tailgate.

WEAPONS/ABILITIES

Subject possesses average strength and intelligence. In vehicle mode, he can travel at a speed of 180 mph for up to 600 miles. A powerful ferrocobalt magnet in his hood section allows him to be pulled by nearby vehicles, greatly reducing his own fuel consumption when traveling in this fashion.

WEAKNESSES

When operating under his own power, Subject is prone to overheating. His deep sensitivity sometimes impairs his usefulness in combat, particularly when he sees innocents being harmed.

ALTERNATE MODE//

SPORTS CAR



TAILSPIN

PRIMARY FUNCTION: RECONNAISSANCE

SUB GROUP:
MICROMASTER
RACE CAR PATROL

BIO

The Race Car Patrol's primary function is to quickly scout out battle sites moments before Autobot troops arrive, relaying vital information about Decepticon capabilities and the terrain's advantages and disadvantages for combat. Every time the patrol embarks on such a mission, Tailspin openly hopes they'll have a chance to engage early-arriving Decepticon forces. He's definitely the most impulsive of the group; Tailspin will push himself the hardest, drive the fastest, and start fighting first. Road Handler admires his spunk but often pulls him aside to explain the real purpose of the patrol's missions.

"PUT THE PEDAL TO THE METAL."

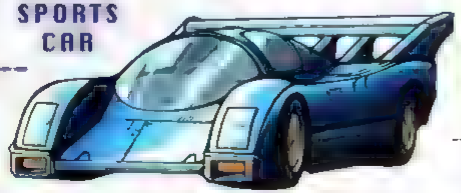


WEAPONS/ABILITIES

Subject has average intelligence and physical strength. As a vehicle, he can reach speeds of 230 mph for a distance of 500 miles. In robot mode, he has two shoulder-mounted rocket launchers. Each launcher can fire three independently targeting magnetic warheads.

ALTERNATE MODE

SPORTS CAR



WEAKNESSES

Subject's eagerness to fight often gets him in over his head, and he has a tendency to fire his weaponry without thinking about the collateral consequences.


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SUB GROUP:
MICROMASTER
AIR STRIKE PATROL

TAILWIND

PRIMARY FUNCTION: RECONNAISSANCE

BIO

While the other members of the patrol keep tripping over each other vying for leadership of the unit, Tailwind sits back and quietly tracks their strengths and weaknesses. Aside from patrol leader Whisper, Tailwind is the most competent and tenacious of the group. He's willing to take the short-term loss for long-term victory which for him means control of not just their small unit—Tailwind intends to secure his position in the Decepticon hierarchy far beyond that.

"REVENGE IS SWEET, VICTORY IS SWEETER."



WEAPONS/ABILITIES

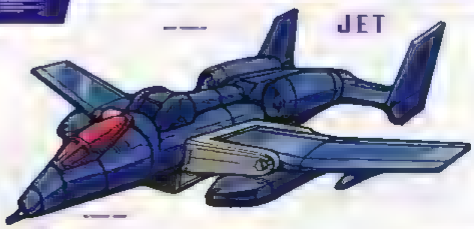
Subject possesses average strength and above-average intelligence. He is a skilled flyer in jet mode, although his speed is not exceptional. Subject has excellent espionage and infiltration skills, and is an above-average combatant.

WEAKNESSES

Subject is naturally smug about his own abilities, he tries to counter this liability by being overly critical of his actions. In jet mode, trying to accelerate too quickly can cause stress fractures on his airframe.

ALTERNATE MODE

JET



TAKEDOWN

PRIMARY FUNCTION: PATROL FORE MAN

SUB GROUP:
MICROMASTER CONSTRUCTION PATROL

BIO

For Takedown, the Decepticon mentality is a puzzle. Although their insistence on progress through conquest is a form of growth, Takedown can't accept the senseless destruction of lives, structures, and resources for the sake of military power. He views his team's ability to create things as a gift, and he's vowed to use that ability for the betterment of as many beings as possible. Like many Autobots, he is a peacemaker before being a warrior, and his primary strength lies in how he's able to get his team to work together.

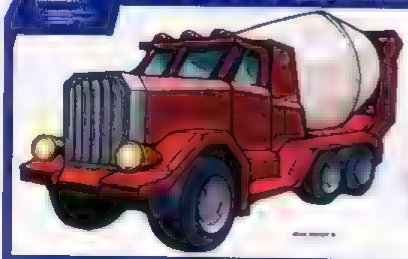
"THERE IS POWER IN BUILDING."



WEAPONS/ABILITIES

Subject is very strong and intelligent, he is an excellent engineer and team organizer. His cement mixer can break down and recombine elements to create a variety of chemicals useful in the construction process.

ALTERNATE MODE//



CEMENT MIXER

WEAKNESSES

Subject is a poor fighter and often misjudges what battlefield tactics to use

AUTOBOT

SUB GROUP:
TECHNOBOT

AFTERBURNER

PRIMARY FUNCTION: GUNNER

BIO

Afterburner gets angry with the same blazing speed with which he fires off his offensive weaponry. Seemingly innocent remarks are enough to trigger his ill temper, sending Afterburner into an often-unjustified fury. He's so sensitive to any slight against him that even legitimate orders are enough to make him snap– a situation which isn't helped by his abiding distaste for authority figures. Afterburner is an anarchic and ruthless warrior who doesn't expect those around him to understand his feelings—but that doesn't stop him from getting angry with them when they don't.

"FOLLOWING LEADERS LEADS NOWHERE."



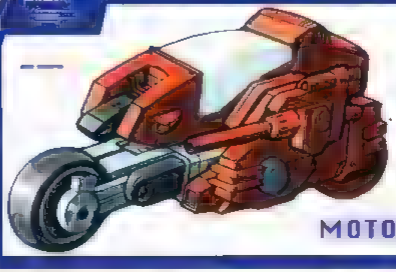
WEAPONS/ ABILITIES

Subject has above-average strength and intelligence. In vehicle mode, he has two solid rocket fuel packs that boost his speed up to 450 mph for short bursts. An adhesive in his wheels allows him to travel up vertical surfaces, and he is armed with two laser-guided incendiary missiles and a plasma pulse cannon. As a robot, he is armed with a semi-automatic sonic pistol that fires concussive blasts of sound capable of shattering concrete. He combines with the other Technobots to form Computron.

WEAKNESSES

Subject's persecution complex makes it difficult for him to accept offers of aid, making him quite isolated on and off the battlefield. His defiant attitude limits his ability to be a team player.

ALTERNATE MODE



MOTORCYCLE

AUTOBOT

LIGHTSPEED

PRIMARY FUNCTION: DATA PROCESSOR

SUB GROUP:
TECHNOBOT

BIO

Even at his most impressive speed in vehicle mode, when lights and objects become nothing more than a kaleidoscopic blur around him, Lightspeed still feels slow and trapped. Chafing under his responsibilities as an Autobot warrior, Lightspeed wants freedom more than anything else but knows he can't have it until the war itself has ended. He has prepared reformatting requests to submit to Autobot command several times, asking to have his alternate mode modified into an interstellar spacecraft... but each time he completes one, he files it away. Lightspeed is aware that his need to explore the galaxy is a frivolous concern when compared to the fight for freedom and that it would strain the Autobots' anemic resources. Until the day the Decepticons are defeated, he has resigned himself to shelving his desires, no matter how painful that may be.

"SPACE TRAVEL IS THE ONLY FLIGHT TO FREEDOM."



WEAPONS/ ABILITIES

Subject has slightly above-average strength and great intelligence. His data processing capabilities allow him to record and analyze visual information three times as fast as the average Transformer. As a vehicle he has great speed and is able to reach 500 mph within a few astroseconds. In this mode, his cruising speed is 300 mph, and he is armed with two infrared-targeted missile launchers. As a robot, he wields a light-burst gun that fries optical sensors. He combines with the other Technobots to form Computron.

ALTERNATE MODE

JET CAR



WEAKNESSES

Subject's longing often prevents him from putting his all into his actual assignments.

AUTOBOT

SUB GROUP:
TECHNOBOT

NOSECONE

PRIMARY FUNCTION: ASSAULT VEHICLE

BIO

Nosecone is always prepared and calm, never allowing the chaos of battle to faze him. While other Autobots race around in a panic, Nosecone digs in and does his duty, unperturbed by the enemy fire raining upon him. His slow nature makes him appear lazy at times, but Scattershot knows that Nosecone is just extremely methodical and precise. His competence is apparent in the end result of his handiwork: slagged Decepticon fortifications and troopers, and mission after mission accomplished.

WEAPONS/ABILITIES

Subject has above-average physical strength as well as immense endurance and resistance to damage. As a vehicle, his durabyllium-steel drill can shred almost any known material used for battlefield fortification. He can also deploy two rocket-propelled missiles that utilize visual tracking technology to lock onto targets. As a robot, he wields a powerful X-ray pistol. He combines with the other Technobots to form Computron.

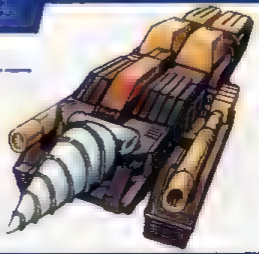
"IT'S NOT WHO'S THE FASTEST; IT'S WHO REACHES THE FINISH LINE."



WEAKNESSES

Although he is powerful enough to withstand most assaults, Subject sometimes takes too long to react to danger, placing himself and his mission in jeopardy.

ALTERNATE MODE



DRILL TANK

AUTOBOT

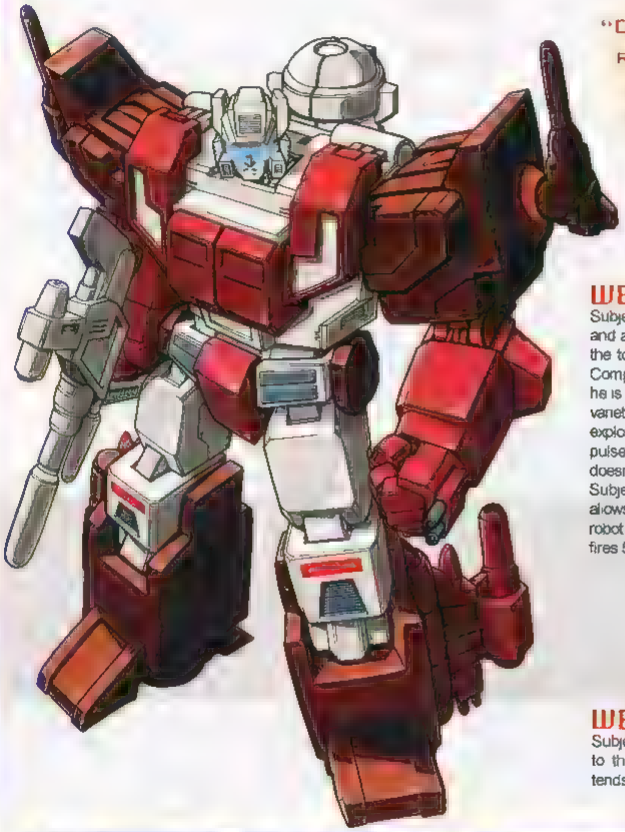
SCATTERSHOT

PRIMARY FUNCTION: TECHNOBOT LEADER

SUB GROUP:
TECHNOBOT

BIO

Scattershot's boorish behavior makes him seem more like a crude primitive from a backwater world than the leader of one of the most technologically advanced Autobot units. He's loud, obnoxious, and not particularly polite, but Scattershot's bragging about his abilities isn't unfounded: he's a direct and intense soldier whose bravery is unquestioned. Unfortunately, he lacks the political skills to moderate his harsh attitude around his troops and superiors, anyone who doesn't immediately agree that he's right is openly denounced as a "tin-plated buckethead." Few Transformers want to cross him, as Scattershot is known for his prowess as a brawler and warrior. The only thing that can stop him in battle is the destruction of his foes... or the end of his ammo supply.



"DECEPTICONS ARE LIKE RUST SPOTS—THEY'RE UGLY AND THEY CAN POP UP ANYWHERE."

WEAPONS/ABILITIES

Subject has great strength and endurance, and above-average intelligence. He serves as the torso of the Technobots' combined form, Computron [See Combiners]. In vehicle mode, he is bristling with artillery launchers that fire a variety of shells, including thermal, sonic, and explosive. His main weapon is an electron pulse cannon in his nosecone. Although he doesn't have a third transformation mode, Subject can halt in an in-between form that allows him to act as a land-based cannon. In robot mode, he wields an acid-pellet gun that fires 500 rounds per .12 breems.

WEAKNESSES

Subject's unyielding attitude is detrimental to the teamwork of the Technobots. He tends to waste ammo during his assaults.

ALTERNATE MODES



AUTOBOT

SUB GROUP:
TECHNOBOT

STRAFE

PRIMARY FUNCTION: AERIAL GUNNER

BIO

Strafe is a nervous wreck who would probably not be allowed to wield a weapon if not for the Autobot army's desperate need for functioning troops. His terrifying experiences being overrun by Decepticons on the battlefield have served to fuel Strafe's terrified attack technique: he reacts to every bit of motion or potential danger with a hail of gunfire. With his incredible reflexes, he's able to notice something and shoot in moments, but he rarely checks what it's he's shooting at before squeezing off a burst or ten. Unfortunately, this often leaves the Autobots who share the battlefield with him in terrible danger. Strafe is proud of his position with the Autobots and is thrilled to be fighting alongside such renowned warriors, but he's thus far been unable to improve his performance when fighting. Most of the Technobots and others who have to deal with Strafe on a regular basis keep a watchful optic sensor on where his guns are pointing to avoid being hit by a stray blast.

"SHOOT EVERYWHERE—SINCE THAT'S WHERE THE ENEMIES ARE."



WEAPONS/ABILITIES

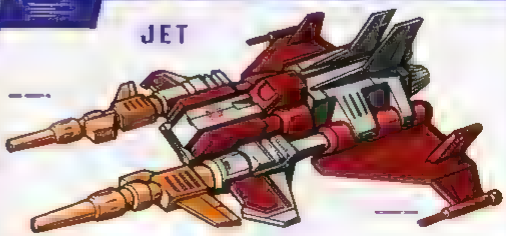
Subject has average strength and above-average intelligence and endurance. His reflexes are lightning-fast, although his skills as a warrior don't match them at all. In jet mode, he can reach a maximum speed of 500 mph, and he is armed with two rapid-fire explosive shell cannons. In robot mode, he is armed with a pistol that fires similar explosive shells in addition to being able to use his cannons. He combines with the other Technobots to form Computron.

WEAKNESSES

Subject's slow air speed leaves him vulnerable to faster flyers, and his inaccurate weapons fire often does more harm than good for his comrades.

ALTERNATE MODE

JET



AUTOBOT

COMPUTRON

SUB GROUP:
TECHNOBOT

PRIMARY FUNCTION: SUPER WARRIOR

BIO

Computron is one of the most successful combining Transformers [See Combiners] because the disparate personalities that form him donate their strengths to his mind while minimizing their personal weaknesses. Lightspeed analyzes data, Scattershot offers conclusions. Afterburner offers counter-analysis, Nosecone keeps the process methodical, and Strafe helps them rapidly refocus their attention on any new targets or problems that arise. Thus, the five very different Transformers manage to make up one of the most intelligent and capable minds in Cybertronian history. Computron's analyses are almost always correct. The only downside to his success is that the five components of his personality take a long time to come to these conclusions as an aftereffect of their conflicting opinions, this problem is increased by Nosecone's precise methodology.



"COMPLETE DATA ANALYSIS IS ESSENTIAL FOR THE SYNTHESIS OF SUCCESSFUL STRATEGY."

WEAPONS/ABILITIES

Subject has incredible physical strength, and his intelligence and capacity for data analysis are legendary. Subject analyzes the information provided by his five components so completely that he has a 98% chance of divining the correct response for any given situation. He is armed with Scattershot's acid pellet gun and can also deploy the other Technobots' armaments to enhance his considerable firepower even further.

WEAKNESSES

The length of time it takes for Subject to fully analyze a situation and respond to it can sometimes last a breem or more, by which time he and his allies may be in even greater danger.

DECEPTICON

SUB GROUP:
TERRORCON

BLOT

PRIMARY FUNCTION: FOOT SOLDIER

BIO

Blot is such a mess that any professional soldier would be embarrassed to serve alongside him. Most of his joints can be found dripping some kind of lubricant, leaving a slimy trail wherever he goes. Although he knows it makes him an object of ridicule, Blot simply can't keep up with his maintenance problems. This exacerbates his already low self-esteem, which is why Blot tries to pretend that he doesn't care about his hygiene. In reality, he curses himself for his problem, particularly when the grease on his hands makes him lose his grip on his weapon. The abuse he has sustained has made Blot appreciate those who treat him with respect, which makes him a loyal and obedient soldier. Hun-Grrr greatly appreciates this trait, and the fearless Blot is his go-to 'bot when he needs someone to follow orders to the letter.

"I'M NOT AS BAD AS I LOOK—I'M WORSE."



WEAPONS/ABILITIES

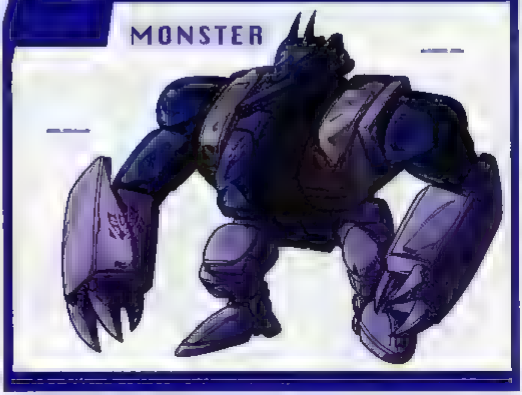
Subject possesses incredible strength and endurance. In his monster mode, his piercing claws allow him to climb virtually any surface, and he's armed with a short-range flamethrower. In robot mode, he wields a slime gun that fires a stream of corrosive, odious liquid. The liquid reacts with common Transformer armor, making it softer and more pliable. He combines with the other Terrorcons to form Abominus.

WEAKNESSES

Subject is very unintelligent, and his slovenly nature makes others reluctant to work with him. He has frequent minor maintenance problems that lead to constant leakage of internal fluids. Although this is minor in itself, he can suffer more severe breakdowns from the lack of fluid.

ALTERNATE MODE//

MONSTER



DECEPTICON

CUTTHROAT

SUB GROUP:
TERRORCON

PRIMARY FUNCTION: SHOCK TROOPER

BIO

Cutthroat is as emotionally filthy as Blot is physically. He shows no mercy in his cruel words, and even less in his despicable deeds. Cutthroat is thrilled that his ruthless nature has earned him a fearsome reputation from his fellow Decepticons, all of whom give him a respectful berth. Seeing Cutthroat's gruesome attacks on the battlefield—where he lashes out with fists, feet, wings, and claws until an opponent is a pile of scrap—has made them wary of the lethal mechanoid. Although they find his overzealous combat technique to be wasteful, they're all far too frightened to mention it. Cutthroat likes it that way.

"COMPASSION IS THE CURRENCY OF LOSERS."



WEAPONS/ABILITIES

Subject possesses great strength and even more impressive physical endurance. In his alternate mode, he can jump up to four miles into the air and then use air currents to glide to his desired target. He is formidably equipped in this mode: He's armed with an 800° Fahrenheit flamethrower in his mouth, and his beak, wings, and claws can tear through anything short of diamond and some iron alloys. As a robot, he wields a double-barreled magnetizer rifle that can make a metallic target tear itself apart. He combines with the other Terrorcons to form Abominus.

WEAKNESSES

Subject's leaping abilities are difficult to control, and he doesn't use the best judgment in their use. His sadistic attacks are often needlessly fierce, draining him of energy.

ALTERNATE MODE//



WINGED CREATURE

TRANSFORMERS UNIVERSE · COMIC SCANS · SCANNED BY: HORRORMANIA

SUB GROUP:
TERRORCON

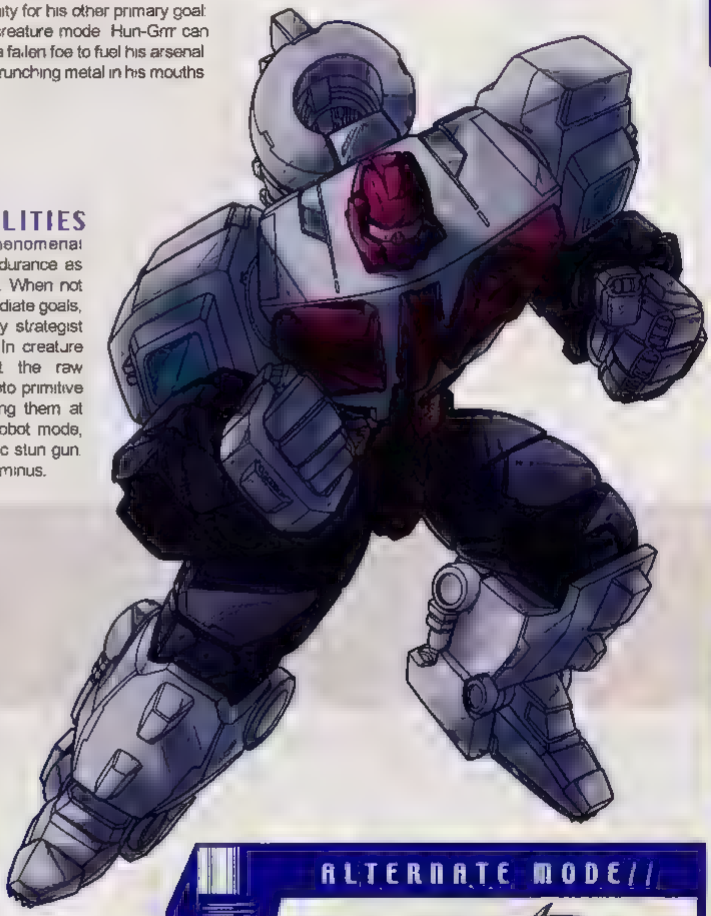
HUN-GRRR

PRIMARY FUNCTION: TERRORCON LEADER

BIO

Hun-Grrr is a mechanoid of extremes and excesses. When it comes to destruction, refueling, and his own personal well-being, Hun-Grrr's desires can't be sated. He spends most of his time appropriating energy and material goods for himself, taking an interest in the Decepticon cause and his Terrorcon unit only when they offer him an opportunity for his other primary goal: mindless destruction. In creature mode, Hun-Grrr can often be found devouring a fallen foe to fuel his arsenal, shouting orders over the crunching metal in his mouths.

"EAT ONLY WHAT YOU NEED— DESTROY THE REST."



WEAPONS/ABILITIES

Subject possesses phenomenal physical strength and endurance as well as great intelligence. When not focusing on his own immediate goals, he is an excellent military strategist and a fearsome soldier. In creature mode, he can convert the raw materials he consumes into primitive projectile weapons, spitting them at targets like missiles. In robot mode, he wields a powerful sonic stun gun. He forms the torso of Abominus.

WEAKNESSES

Subject's focus on himself diminishes his focus on Decepticon goals. When in creature mode, his orders are often misunderstood due to his mouths being full. Subject is disgusted by the idea of organic creatures and refuses to use his creature mode's mouths on them, preferring to blast them from a distance.

ALTERNATE MODE

TWO-HEADED DRAGON



DECEPTICON

RIPPERSNAPPER

SUB GROUP:
TERRORCON

PRIMARY FUNCTION: TERRORIST

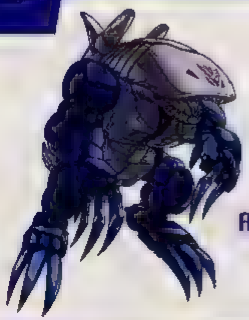
BIO

Rippersnapper's inferiority complex is as obvious as his Decepticon badge to everyone but him. He's constantly mentioning his hatred for all beings "inferior" to himself, especially the Autobots. Their very existence infuriates him, most likely because their perceived weakness only reminds him of his own. The sight and smell of carbon-based creatures is particularly offensive to Rippersnapper, who delights in their destruction. His rage fuels his ferocious assaults and helps him in his function, but no amount of havoc ever makes Rippersnapper feel truly better about himself.



"AUTOBOTS ARE AN ERROR I INTEND TO CORRECT."

ALTERNATE MODE



AMPHIBIOUS CREATURE

WEAPONS/ABILITIES

Subject possesses great endurance and resistance to damage, but has extremely low strength. However, in creature mode, his claws and teeth are particularly powerful, capable of slicing through almost any metal. He also has twin ground-to-air voice-controlled missiles in this mode. As a robot, he wields a cyclone gun that creates winds powerful enough to rip the armor off some Transformers. He combines with the other Terrorcons to form Abominus.

WEAKNESSES

Subject's lack of strength and his brazen attempts to overcompensate in battle put him in danger.

DECEPTICON

SUB GROUP:
TERRORCON

SINNERTWIN

PRIMARY FUNCTION: SENTRY

BIO

Just guarding an installation isn't enough for Sinnertwin. He wants to seek out potential problems and destroy them before they even approach the base. Sinnertwin's always cruising for trouble, and he's only happy when he finds it. Destruction brings him a singular pleasure, and he actually enjoys ensuring that his job is done right. Hun-Grrr and the others are impressed with his dedication but could do without his tendency to pace and complain when he's not doing something he finds exciting.



"THE SOUND OF RIPPING METAL IS MUSIC TO MY AUDIO MODULES."

WEAPONS/ABILITIES

Subject possesses great strength, endurance, and overall resistance to physical damage. He has above-average intelligence, and in creature mode, he has numerous weapons at his disposal, including his teeth, horns, and claws. He has a back-mounted flame cannon in this mode, and each of his two heads contains a flamethrower as well. In robot mode, he wields an armor-piercing grenade launcher. He combines with the other Terrorcons to form Abominus.

WEAKNESSES

Despite his posturing, Subject is deathly afraid of small creatures, organic and otherwise. The sight of a mouse or small Micromaster can make his courage evaporate. He is also quite slow in creature mode.

ALTERNATE MODE//

TWO-HEADED DRAGON



DECEPTICON

ABOMINUS

PRIMARY FUNCTION: WARRIOR

SUB GROUP:
TERRORCON

BIO

As a unit, the Terrorcons are infamous for their brutality and ferocity, so it's no surprise that their combined form[See Combiners] is the embodiment of those characteristics. Abominus has a core of malevolent rage that's the equal of the most savage beasts in the galaxy. He destroys anything he comes across, from inanimate edifices to living Autobot warriors, with the fury of a storm. Unlike the feral creatures he acts like, it's plain that there is some hint of intelligence within Abominus that enjoys the devastation he causes.

"CHAOS IS MY ONLY ALLY, AND DESTRUCTION MY ONLY FRIEND."



WEAPONS/ABILITIES

Subject has immense physical strength and endurance, and he is able to shrug off most artillery fire with no ill effects. He wields Hun-Grrr's sonic stun gun when not using his bare hands to crush his enemies.

WEAKNESSES

Subject has no significant physical weaknesses, but he is unintelligent and slow in battle.

DECEPTICON

SUB GROUP:
MICROMASTER
COMBINER

TERROR-TREAD

PRIMARY FUNCTION: DEMOLITIONS

BIO

Terror-Tread is the quieter of the two Decepticons in charge of the Cannon Transport. His partner, Cement-Head, has no qualms about charging forward in battle, belittling foes, and issuing challenges as loud as his vocal processor will allow. Terror-Tread, on the other hand, prefers calmly plan out his attack ahead of time, thus giving some level of credibility to Cement-Head's boastful taunts.

"WE AIM FOR NOTHING LESS THAN TOTAL VICTORY!"

CANNON TRANSPORT



WEAPONS/ABILITIES

Subject is extremely intelligent and possesses above-average strength. He is a rear-end Micromaster Combiner [See Combiners] who combines with Cement-Head to form a dump truck, he can also recombine with any other front-end Combiner to form a new vehicle mode. Like Cement-Head, Subject can combine with the Cannon Transport to control its offensive and defensive capabilities.

ALTERNATE MODE//

DUMP TRUCK

WEAKNESSES

Subject has no outstanding physical weaknesses.

DECEPTICON

THRUST

PRIMARY FUNCTION: WARRIOR

BIO

Thrust sees no point in trying to be subtle or sneaky to accomplish a military goal, and he often mocks those Decepticons who specialize in such work. Much like Dirge, he projects a carefully prepared image, although Thrust's is much less sophisticated. He brags about his toughness incessantly and makes every attempt to make his presence known both before and after he gets to the battlefield. He feels that trying to "psych out" his opponents with a dramatic arrival is half the battle. He delights in causing noticeable collateral damage on his way to battle just to let his foes know he's coming. Thrust never hesitates to announce his predestined victory before a fight has even begun.

"MY ENGINES' ROAR IS MY ENEMIES' SONG OF DOOM!"



WEAPONS/ ABILITIES

Subject possesses above-average strength and intelligence, and he is a highly skilled warrior. As a jet, he can reach speeds of Mach 2.5, but he can accelerate to twice that speed in a few seconds and maintain that for .25 breems. The vibrations from this rapid acceleration can destroy nearby constructions. In this mode, he is armed with two concussion bombs. As a robot, he wields two compressed air rifles; each one can punch a hole through steel at a distance of 1,200 yards.

ALTERNATE MODE//



JET

WEAKNESSES

Although Subject has above-average courage, a strong counterattack can break his nerve and cause him to retreat. He is unable to follow through on plans involving subtlety and often has to be reprimanded by Starscream.

DECEPTICON

THUNDERCRACKER

PRIMARY FUNCTION: WARRIOR

BIO

Thundercracker was an aimless Transformer whose primary conceit was his contempt for those that couldn't fly. Megatron's skillfully crafted propaganda and personal attention helped convince Thundercracker that his feelings of superiority were justified, and the rhetoric about the grand purpose of the Decepticon cause provided Thundercracker with a much-needed sense of direction. It has since become apparent that Thundercracker is not entirely convinced of the Decepticon cause, especially when it puts innocent lives in danger, but his need for meaning in his life allows him to be persuaded to stay.

WEAPONS/ABILITIES

Subject possesses above-average strength and intelligence. In jet mode and robot mode, he can create controlled sonic booms that can be heard for 200 miles. This ability is much more powerful in his jet mode. He is armed in this mode with two drone cruise missiles that can fly for 500 miles and explode with a force of 3,000 lbs. of TNT. In robot mode, he is armed with two shoulder-mounted cannons that fire several hundred rounds per breem of heat-resistant ceramic bullets, the bullets contain a highly flammable material that explodes on contact.



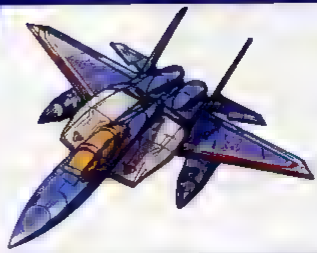
"THE DEADLIEST WEAPON IS TERROR."

WEAKNESSES

Subject's mounting doubts about the rightness of his actions and cause can impede his effectiveness, usually his fear of Megatron keeps him focused.

ALTERNATE MODE//

JET



SCANNED BY JORRO MANIA

DECEPTICON

THUNDERWING

PRIMARY FUNCTION: AERIAL ESPIONAGE

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"COVER YOURSELF WITH LIES AND NO ONE WILL FIND YOU."

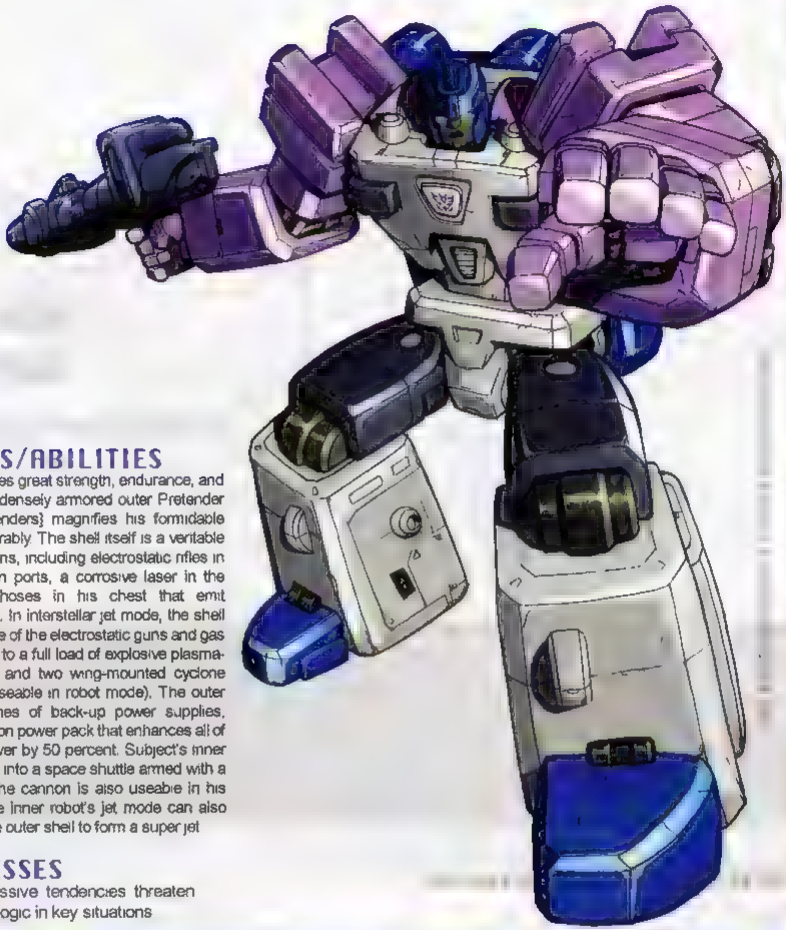


BIO

Thunderwing is a driven mechanoid who will stop at nothing to achieve his goals. When it suits him, he uses his talent for treachery, subtlety and deceit to achieve his plans; when those do not suffice, Thunderwing uses his other valuable commodity, raw power. Beneath his veneer of sophistication and control is a power-hungry core of cruelty and rage. Interestingly, Thunderwing values those who serve him loyally, but even they fear him when he locks onto some obsessive mission or quest.

THUNDERWING

CONTINUED



WEAPONS/ABILITIES

Subject possesses great strength, endurance, and intelligence. His densely armored outer Pretender shell [See Pretenders] magnifies his formidable strength considerably. The shell itself is a veritable armory of weapons, including electrostatic rifles in the shoulder gun ports, a corrosive laser in the forehead, and hoses in his chest that emit damaging gases. In interstellar jet mode, the shell can still make use of the electrostatic guns and gas ports, in addition to a full load of explosive plasma-charged bombs and two wing-mounted cyclone cannons (also useable in robot mode). The outer shell has a series of back-up power supplies, including a neutron power pack that enhances all of Subject's firepower by 50 percent. Subject's inner robot transforms into a space shuttle armed with a laser cannon. The cannon is also useable in his robot mode. The inner robot's jet mode can also combine with the outer shell to form a super jet.

WEAKNESSES

Subject's obsessive tendencies threaten to override his logic in key situations.

ALTERNATE MODES//

INTERSTELLAR JET



SPACE SHUTTLE



AUTOBOT

TOPSPIN

PRIMARY FUNCTION: LAND/SEA ASSAULT

SUB GROUP:
JUMPSTARTER

BIO

Topspin is a rugged adventurer who is as interested in conquering rough, supposedly impassable terrain as battling the Decepticons. He looks at a mountain range as a personal challenge and refuses to be stopped by any obstacle in his path. In fact, Topspin thinks that defeating a particularly rough passage is even more satisfying than defeating a Decepticon foe—after all, a Decepticon is a Decepticon, but single-handedly besting nature itself is another matter entirely.

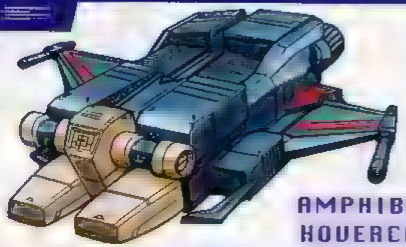
"THE THRILL IS IN THE JOURNEY."



WEAPONS/ ABILITIES

Subject has above-average strength and intelligence. As a Jumpstarter, Subject is able to transform between modes in a fraction of an astrosecond. In hovercraft mode, he can reach speeds of 300 mph and travel over most terrain with ease. He can reach a height of 500 feet in this mode and also use his pontoons to travel over water at a speed of 80 mph. He has two wing-mounted laser cannons and two hand-mounted, high-voltage electric cannons, all of these are useable in both modes. In robot mode, he also wields a powerful particle beam rifle.

ALTERNATE MODE//



AMPHIBIOUS HOVERCRAFT

WEAKNESSES

Subject's jet engines drain energy at a significant rate. His desire to conquer new terrain can distract him from immediate threats, like Decepticons.

AUTOBOT

SUB GROUP:
MICROMASTER
OFF-ROAD PATROL

TOTE

PRIMARY FUNCTION: COVERT ACTIVITIES

BIO

Adapting to change is Tote's specialty. It seems that he's always moving forward and coping with problems as they appear, figuring out new and clever ways in which to get out of whatever tight bind the Off-Road Patrol finds itself. Tote frequently finds himself tagging along with Mudslinger, helping the aggressive 'bot out of one situation or another. Highjump appreciates Tote's abilities but dislikes the way his help unintentionally eggs Mudslinger on. As long as Tote is there to figure out a way to pick up the pieces, it makes Mudslinger even more willing to act on his impulses.

"A ROLLING AUTOBOT GATHERS THE MOST DECEPTICONS."



WEAPONS/ABILITIES

Subject has great endurance and intelligence. He is skilled in electronic countermeasures, infiltration, and counterintelligence; his ability to devise a lightning fast way out of difficult situations is legendary. In vehicle mode, he can tow twice his weight with no additional fuel loss.

WEAKNESSES

[From the Datatracks of Powertrain, Off-Road Patrol Leader] Tote relies too heavily on improvisation and doesn't stick to pre-planned maneuvers very well.

ALTERNATE MODE



VAN

DECEPTICON

TRACER

PRIMARY FUNCTION: FRONT LINE ASSAULT

SUB GROUP:
MICROMASTER
MILITARY PATROL

BIO

Tracer delights in being the first of the Military Patrol to engage in an attack. Because he's the most mobile of the team, he specializes in homing in on their foes then racing in before the others to soften up the targets and take stock of their capabilities. Icy and unrelenting, Tracer enjoys hunting down any Autobots who attempt to escape the scene and taking care of them in an especially gruesome fashion. He's convinced of his own abilities and equally sure that he should lead the unit, despite his respect for Bombshock. Tracer doesn't say it often, but he has a healthy admiration for his leader . as well as a fear of Bombshock's physical abilities

"PUMMEL THE ENEMY,
AND VICTORY IS YOURS."



ALTERNATE MODE//

HELICOPTER



WEAPONS/ABILITIES

Subject possesses great strength and above-average intelligence. He is a qualified tracker, and an excellent combat pilot in his jet mode and in command of other crafts. In robot mode, Subject can use his rotor blades as an Energon-powered melee weapon.

WEAKNESSES

Subject is often too eager to be the first on the battlefield, leaving him outnumbered and without backup

AUTOBOT

TRACKS

PRIMARY FUNCTION: WARRIOR

BIO

[From the Personal Datatracks of Blaster, Autobot Communications] "Beautiful." That about covers Tracks' opinion of himself. If you're trying to get ol' Tracks to do something, you better hope there isn't any kind of reflective surface on the way to the mission, 'cause that'll keep him occupied for about a vorn. It's gotten worse since we were outfitted with our snazzy new Earth modes—now Tracks can't stop goin' on about his alternate mode either. If you ever mention to him that he's—just maybe—taking it a bit too far, he throws a snap your way about how you must be "jealous" of his good looks. Now, don't get me wrong. Tracks isn't that creepy, homicidal kinda egotist like Sunstreaker; he's basically a good bot when he's not copping that pretentious attitude of his. It would just be nice if he focused some of the energy he puts into waxing his chrome into waxing some 'Cons instead.

"LOOKING GOOD IS WHAT LIFE IS ALL ABOUT."



WEAPONS/ABILITIES

Subject has above-average strength, endurance and intelligence. He is also a very skilled warrior. In vehicle mode, he can reach speeds of 280 mph; he can deploy wings from under his rear fenders to activate a sub-sonic flight mode. In all modes, he can activate a dual launcher that fires heat-seeking incendiary missiles. As a robot, he also wields a black beam gun that shoots a clinging band of black light, binding its targets.

WEAKNESSES

Subject's vanity can impede his battlefield performance, especially if he starts worrying about potential damage to his bodywork.

ALTERNATE MODE

SPORTS CAR



AUTOBOT

TRAILBREAKER

PRIMARY FUNCTION: DEFENSIVE STRATEGIST

BIO

[From the Datatracks of Optimus Prime, Autobot Leader] All of my Autobots are valuable, and I know that at the core of their sparks they fight on because they truly believe in the ideal of freedom. That said, there are certain Autobots who overestimate their value while diminishing others' like Sunstreaker. And then there's the opposite. Trailbreaker. A truly noble Autobot, Trailbreaker always has an uplifting word to boost morale, and his unfailing good humor can raise the spirits of his most depressed comrades. The problem is that despite his amusing practical jokes and significant tactical abilities, Trailbreaker considers himself a liability to our forces. Nothing could be further from the truth.



"AN AUTOBOT'S AS GOOD AS THE FUEL IN HIS TANK."

WEAPONS/ABILITIES

Subject possesses great strength and above-average intelligence as well as incredible resistance to physical damage. He has great skill at his function and is tactically adept. In vehicle mode, he has a top speed of 80 mph, and that's with great difficulty. As a robot, his head-mounted projector can transmit and jam communications on 64 frequencies, interfere with many types of electronics, and create a nearly impenetrable force field. The variable-size force field can withstand all forms of projectiles, wavelengths of electromagnetic radiation, and extreme temperatures as high as 800,000° Centigrade. In addition to using a standard rifle, Subject can also use his wrist sockets to launch high-explosive missiles.

ALTERNATE MODE

TRUCK



WEAKNESSES

Subject consumes fuel at a very high rate, which contributes greatly to his sense of low self-esteem. His force field can be broken down by a continued sustained assault of enough force. The larger the force field is made and the more damage it has to withstand, the more fuel it takes to maintain.

AUTOBOT

TREAD BOLT

SUB GROUP:
MICROMASTER
AIR PATROL

PRIMARY FUNCTION: AIR DEFENSE

BIO

Tread Bolt is always practicing his ability to blend into his surroundings or completely disappear from sight. Even when he's not on a mission, he'll sneak up on his comrades, often scaring them senseless. He'll disappear for extended periods of time, only to make an unexpected (and unwanted) appearance in someone's quarters. Tread Bolt's behavior unnerves those around him and serves to further weaken the bonds of friendship among the patrol, but it helps make him one of the best stealth attackers in the Autobot forces.

"YOU CAN'T HIT WHAT YOU CAN'T SEE."



WEAPONS/ABILITIES

Subject has great strength and above-average intelligence. He is extremely skilled in espionage and infiltration, and all types of stealth technology. In jet mode, Subject is capable of flying at high speeds at very low altitudes and is practically radar-invisible. He can carry a variable payload of anything from explosive warheads to sub-orbital spy satellites.

WEAKNESSES

Subject has no outstanding physical weaknesses.

ALTERNATE MODE

STEALTH BOMBER



DECEPTICON

TREADSHOT

PRIMARY FUNCTION: GUNSLINGER

SUB GROUP:
ACTION MASTER

BIO

Treadshot earned his much-deserved reputation one shot at a time. Like Sureshot, Treadshot was a sought-after commodity in the Autobot/Decepticon conflict, with both sides wanting the renowned sharpshooters. Treadshot, the superior of the two, made his demands clear: he wanted autonomy and wealth. The Decepticons gladly complied, and the amoral Treadshot found a home for himself. Catgut, Treadshot's ferociously loyal partner and faithful weapon, enjoys every one of the duo's homicidal missions to the fullest extent.

"A GUN IS ONLY AS GOOD AS THE ONE WHO HOLDS IT!"

WEAPONS/ABILITIES

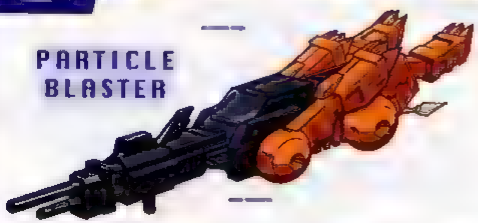
Subject possesses above-average strength, intelligence, and endurance. He is the most skilled sharpshooter known among the Transformers; he can perform complex trick shots and long-range sniping with incredible ease. He wields a pulse demagnetizer rifle, which can connect to the particle blaster mode of his Targetmaster partner [See Targetmasters], Catgut.

TARGETMASTER:
CATGUT



ALTERNATE MODE//

PARTICLE BLASTER



WEAKNESSES

Subject's arrogance is as legendary as his skills; he'll often rely on his gunslinging abilities when some other tactic would be preferable.

DECEPTICON

SUB GROUP:
TARGETMASTER

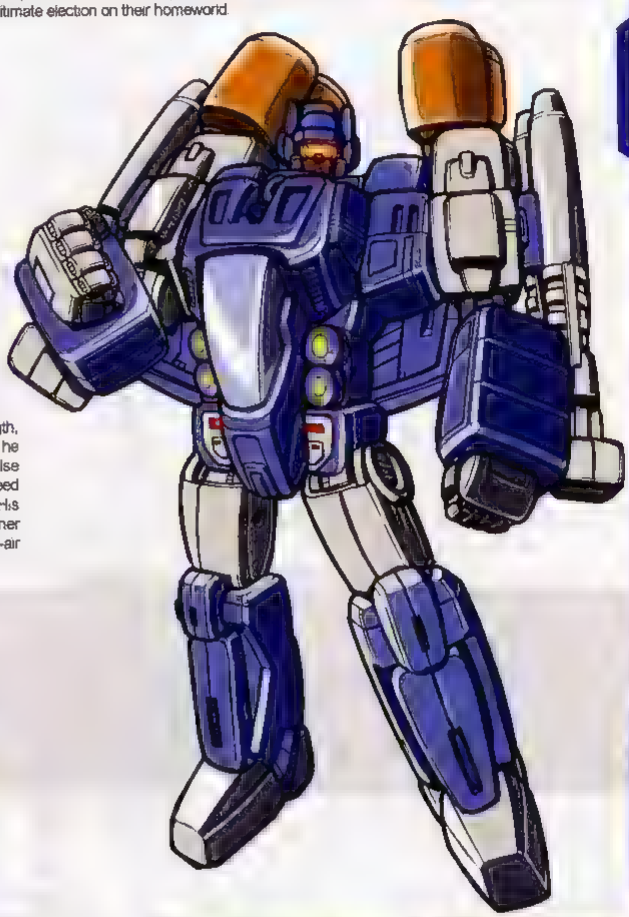
TRIGGERHAPPY

PRIMARY FUNCTION: GUNNER

BIO

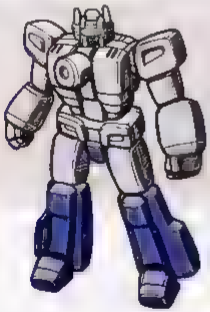
Unlike M sfire, the unpredictable Triggerhappy delights in his wild, uncontrolled shooting sprees, making no attempt to improve his aim. With a peal of laughter, Triggerhappy steps onto the battlefield firing maniacally, making only superficial attempts to aim his fire in the direction of the enemy. It's rumored that a scared novice Triggerhappy survived his first battles using this technique and adopted it permanently afterward. His Targetmaster partner, the Nebulan [See Nebulon] Blowpipe, is a scheming political adviser who arranged his half-brother Lord Zarak's illegitimate election on their homeworld.

"HAVE GUN, HAVE FUN!"



WEAPONS/ABILITIES

Subject possesses above-average strength, intelligence, and endurance. In jet mode, he has two double-barreled photon pulse cannons and can reach a maximum speed of 1 980 mph in the atmosphere. His Targetmaster [See Targetmasters] partner transforms into a powerful compressed-air cannon, which is useable in both modes.



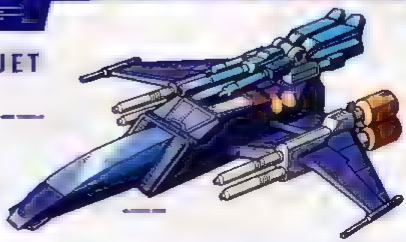
TARGETMASTER:
BLOWPIPE

WEAKNESSES

Subject's wild shooting sprees are inefficient and often leave him low on ammunition.

ALTERNATE MODE//

JET



AUTOBOT

TRIP-UP

PRIMARY FUNCTION: HIGHWAY RECON

SUB GROUP:
MICROMASTER
HOT ROD PATROL

BIO

Trip-Up is the most belligerent and openly combative of the Hot Rod Patrol. He's always willing to step up to a challenge, be it a race or a fight; if one of those isn't available, he'll try to instigate something to suit his mood. If the Hot Rod Patrol were a more disciplined unit, Trip-Up would be sorely reprimanded, but the unorthodox Big Daddy lets Trip-Up do whatever he wants as long as it doesn't pose an immediate threat. The one thing Big Daddy and Greaser are concerned about is Trip-Up's potential influence on the impressionable Hubs.

WEAPONS/ABILITIES

Subject has above-average strength and intelligence, plus extreme endurance. He is a skilled driver, with a powerful 16-cylinder Energon-fueled engine.



"IF YOU'RE NOT DRIVING TO WIN, DON'T DRIVE AT ALL!"

ALTERNATE MODE//

HOT ROD



WEAKNESSES

Subject lets his aggressive instincts override common sense on a regular basis. He has a problem maintaining his balance when transforming to robot mode at a high speed.

DECEPTICON

TRYPTICON

PRIMARY FUNCTION: ASSAULT BASE

BIO

On the surface, Trypticon is one of the most efficient and lethal killing machines in the Decepticon army. His hatred for all other beings is legendary—Trypticon would carelessly fire into a crowd just to hit an Autobot target. He only barely manages to contain his contempt for his fellow Decepticons. Yet Trypticon's outward animosity is only a cover for his deep-seated hatred of himself and his function. He is unsure of the Decepticon cause, and he actually finds warfare wasteful and pointless. Even the thought that his superior abilities will one day let him lead the Decepticons does little to lift his spirits.

"TOTAL VICTORY REQUIRES TOTAL DESTRUCTION."

WEAPONS/ ABILITIES

Subject possesses phenomenal strength and endurance; he is virtually impervious to most physical attacks. His rocket pack allows him to jump 20 miles in dinosaur mode, he can launch plasma bombs from his mouth, and his optical sensors contain hypno-beams that can control all but the strongest-willed Transformers. In city mode, he has a full range of repair and landing bays, and a communications center. Battle station mode is his most powerful: it can travel at 800 mph for up to 8,000 miles and is armed with a full range of weapons, including photon launchers and a powerful main laser cannon. Anti-gravity repulsors prevent anyone from coming closer than 1,000 feet unless Subject allows. He controls two battlefield drones, Brunt the tank and Full-Tilt.



BRUNT

FULL-TILT

WEAKNESSES

Subject has no known physical weaknesses.

ALTERNATE MODES//



AUTOBOT

TWIN TWIST

PRIMARY FUNCTION: DEMOLITIONS

SUB GROUP:
JUMPSTARTER

BIO

Twin Twist is a wild scrapper with an untamed, and perhaps uncontrollable, nature. Other Autobots are horrified by the ways in which Twin Twist revels in the senseless destruction he causes, like stomping around a destroyed building or parading around with the parts of a shattered Decepticon. He absolutely can't think of anything more pleasing than the feeling of shredding something to pieces with his twin drills. His unchecked fury is often considered a liability, but the berserker side of his nature has helped him become one of the Autobots' elite commandos.

WEAPONS/ABILITIES

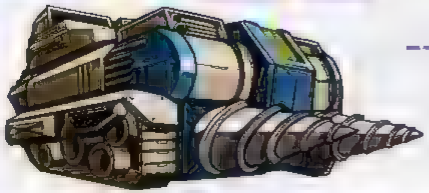
Subject has great strength and above-average endurance. As a Jumpstarter, he can transform between modes in a fraction of an Earth second. His diamond-tipped drills can spin as fast as 6,000 rpm, they can penetrate almost any substance. He can travel at 200 mph in his vehicle mode. In robot mode, he is armed with a semi-automatic cannon that lobs shells with the explosive capacity of 100 lbs. of TNT.

"WAR IS WHEREVER I WANT IT TO BE."



ALTERNATE MODE

DRILL TANK



WEAKNESSES

Subject has no outstanding physical weaknesses, but his recklessness can test anyone's patience.

AUTOBOT

ULTRA MAGNUS

PRIMARY FUNCTION: CITY COMMANDER

[From the Personal Datatracks of Optimus Prime, Autobot Leader]

"CONSISTENCY IS VICTORY."



BIO

Infinitely reliable, fair and completely trustworthy. Ultra Magnus is an Autobot in whom I'd not only entrust my own life, but the lives of my soldiers as well. The problem is that while I offer this trust without hesitation, it's Magnus himself who continues to doubt his own abilities. He'd prefer to follow orders and work on a strictly tactical level—which he always does brilliantly, improvising things on the battlefield that the most skilled military planners could only dream of imitating. Magnus is instinctively a better leader than most who've groomed themselves for the role over a lifetime, and everyone who's ever served alongside him knows that... the only problem is convincing him to believe it, too.

ULTRA MAGNUS

CONTINUED

WEAPONS/ABILITIES

Magnus has incredible strength, endurance, and intelligence. He is an accomplished soldier, hand-to-hand combatant, and tactician, not to mention a field commander without equal. His outer armor is equipped with two missile launchers, each capable of hitting a target at a distance of 30 miles; they are useable in both modes. In both robot modes, he wields a powerful laser rifle. In vehicle mode, Magnus trailer is capable of carrying several mid-size vehicular Autobots.



ALTERNATE MODE//

CAR CARRIER



WEAKNESSES

When he doesn't allow his self-doubt to cripple him, Magnus has no known weaknesses. He just needs to learn that those doubts are an indulgence he must sacrifice in order to truly lead.

DECEPTICON

SUB GROUP:
MICROMASTER
BATTLE SQUAD

VANQUISH

PRIMARY FUNCTION: AERIAL COUNTERATTACK

"I STRIKE WHEN YOU LEAST EXPECT."



BIO

Vanquish has learned to stay quiet through his association with the paranoid but skilled Fireshot. He uses his stealth skills to stay quiet and out of sight, just under everyone's "radar." Fireshot often forgets that he's even combined with Vanquish as they fly in their vehicular mode, which means that Vanquish gets to hear all of his partner's self-important mumbling while they spy on their comrades. Vanquish has learned to feel sorry for his beleaguered partner and often backs him up when he makes a tactical suggestion. After all Vanquish wants to stay on his good side in case Fireshot ever does replace Direct-Hit as leader

WEAPONS/ABILITIES

Subject possesses average strength and above-average intelligence. He is skilled at aerial infiltration techniques and most stealth technologies. He is a rear-end Micromaster Combiner [See Combiners] who joins with Fireshot to form a stealth jet; he can also recombine with any front-end Combiner to form a new vehicle mode

WEAKNESSES

Subject focuses so much on staying hidden that his fighting skills have suffered as a result

ALTERNATE MODE//

STEALTH JET



VROOM

PRIMARY FUNCTION: SABOTEUR

SUB GROUP:
PRETENDER

PRETENDER SHELL//

"DON'T TAKE A CHANCE IF YOU DON'T STAND A CHANCE."



BIO

Vroom is sneaky when he needs to be, brazen when he can be, and always cocky. He earned a reputation as a daredevil before he even joined the main Autobot force, when he was a well-known stunt driver. After the conflict started, he regularly raced into Decepticon fuel depots to steal what he needed and then set up explosive charges to destroy the rest. He developed a need for this high-pressure excitement, and nothing less than the feeling of narrowly outrunning an explosion is good enough for Vroom anymore, which led to his becoming a premiere Autobot saboteur. Although Vroom is always careful to calculate the risks of his actions (even when it appears that he isn't), his fellow Autobots are growing concerned about his lust for danger and excitement.

VROOM

CONTINUED



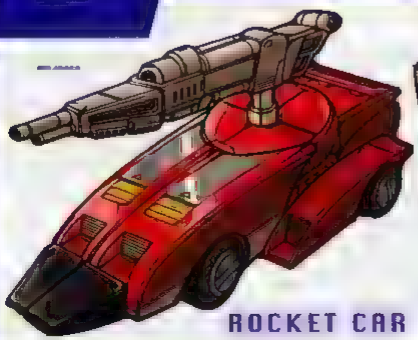
WEAPONS/ABILITIES

Subject has slightly above-average strength and endurance, and great intelligence. He is an expert at covert demolitions and infiltration. Outer Pretender shell [See Pretenders] transforms into a cycle equipped with an oil slick and smokescreen, razor-sharp tire spikes, and an enhanced hydraulic system for jumps. The cycle has two side-mounted rapid-fire ion pulse guns and a magnetic repeller rifle that pulls apart metallic targets (useable in both modes). The cycle can deploy an optional sidecar for an increased range of firepower. Inner robot transforms into a rocket car that's coated with shrapnel-deflecting rubber armor.

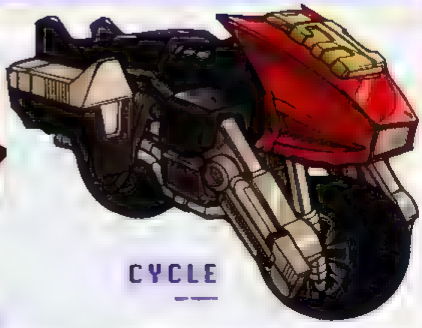
WEAKNESSES

Subject will sometimes try to make too dramatic an exit from the scene of one of his demolitions, risking great damage.

ALTERNATE MODES//



ROCKET CAR



CYCLE

WARPATH

PRIMARY FUNCTION: WARRIOR

BIO

Even without the deafening roar of his cannon, Warpath always makes his presence known. The rambunctious warrior entertains all of his comrades with off-color jokes delivered in his distinctively theatrical manner of speech. Of course, most of Warpath's monologues are about what an excellent warrior and marksman he is, but his good-natured attitude helps his friends overlook his tendency to brag. Warpath takes pride in his abilities and especially his main weapon—he's extremely proud and protective of his tank barrel.

"A GOOD SHOT IS WORTH MORE THAN A GOOD INTENTION."



WEAPONS/ ABILITIES

Subject has tremendous strength and endurance. He is a skilled warrior and an expert sharpshooter capable of hitting a 5 mm object at a distance of 1.5 miles. In tank mode, he can traverse even the most difficult terrain at a maximum speed of 30 mph. His tank cannon, also useable in his robot mode, can fire a variety of shells that include acid, sonic charges, incendiary, explosive, cryogenic, and more.

ALTERNATE MODE

TANK



WEAKNESSES

Subject's vanity about his gun barrel can leave him depressed if it suffers even a scratch or a dent. If upended in tank mode, he can only right himself by reverting to robot mode.

AUTOBOT

SUB GROUP:
PRETENDER

WAVERIDER

PRIMARY FUNCTION: NAVAL WARFARE

PRETENDER SHELL

"FREEDOM FOR ALL STARTS WITH FREEDOM OF NAVIGATION."



BIO

Traveling the seas provides Wavender with the sense of freedom he needs to reconcile his peaceful nature with his life as a warrior. Wavender wants to understand himself and his place in the universe, and he's fascinated by metaphysical theories—which he tries to apply to the problems of his friends, often unsuccessfully. Thoughtful and spiritual, he prefers to talk things out and is always ready to lend a helping hand to someone in need. The problem is that Wavender sometimes wants to help too much, even when someone plainly doesn't want to talk about a problem! Most don't hold it against him; they understand that Wavender is a caring and honestly concerned Autobot. He entertains himself with the true-to-life "out-of-body" experience he gets when working alongside his shell. Despite his peaceful beliefs, Wavender knows he has a job to do and believes deeply in his cause, making him a grimly determined warrior when the situation warrants.

WAVERIDER

CONTINUED

WEAPONS/ABILITIES

Subject possesses above-average strength, intelligence and endurance. He is an accomplished warrior and sailor, with a specialty in naval battle tactics. His outer Pretender shell [See Pretenders] is armed with an energy-spear gun (useable in all modes) that fires bolts of paralyzing electricity and a thermal broad-axe. His aquatic sea-skimmer mode is capable of diving and operating at depths as great as 25,000 feet without any ill effects.



ALTERNATE MODE//



SEA-SKIMMER

WEAKNESSES

Subject's shell is designed for underwater operations, it takes time for it to lose its "sea legs" and readjust to land-based functions.

DECEPTICON

SUB GROUP:
HEADMASTER

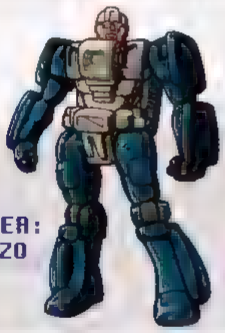
WEIRDWOLF

PRIMARY FUNCTION: TRACKER

"MY PLEASURE WITH MY ENEMY'S PAIN COMES."

BIO

Weirdwolf is an absolutely brilliant, but completely misunderstood, Decepticon. Most of his comrades write him off as a half-witted, deranged mechanoid who just happens to have enough of a vicious streak to qualify as a warrior. They couldn't be more wrong. Weirdwolf has a brilliant, poetic spark...as well as a very, very wide vicious streak. His thought process is routed in a non-standard fashion, which partially leads to the sing-song, backward style of speech he favors. His verse-like words often fool victims into thinking Weirdwolf is good-natured or non-threatening. This is usually a fatal mistake. Weirdwolf's partner, the Nebulan [See Nebulon] Monzo, is a feral former athlete who can't stand Weirdwolf's poetry or intricate ideas about logic and tactics, but he does appreciate the bestial fury they both share.



HEADMASTER:
MONZO

WEAPONS/ABILITIES

Subject possesses above-average strength as well as phenomenal intelligence and endurance. His unique neural processing arrangement essentially gives him a "sixth sense" that he uses to enhance his tracking skills. Subject is a Headmaster [See Headmasters]. His wolf mode's head module is equipped with a variety of scanners, including electromagnetic, sonar, radar, and thermal, he can also leap .8 miles in this mode. In wolf and robot modes, each of his shoulders can reveal a three-stage missile launcher. As a robot, Subject is armed with a thermal sword and photon pistol.

WEAKNESSES

Subject's tendency to speak out loud when approaching enemies undermines his ability to sneak up on the targets he is tracking.



ALTERNATE MODE//

WOLF



AUTOBOT

WHEELBLAZE

PRIMARY FUNCTION: URBAN PROTECTION

SUB GROUP:
MICROMASTER COMBINER METRO SQUAD

BIO

Wheelblaze would like to think that he's a calm, competent soldier—one that other Autobots would look to in times of crisis, when they're losing their heads and hope—and he acts the part. The problem is that he is neither calm nor competent when trouble strikes, let alone as "cool" as he portrays himself. His comrades groan to themselves whenever Wheelblaze starts to talk about how capable he is, and hearing the words "Don't worry—I'll handle this" from him can send them into a downright panic as they imagine how they'll be forced to undo whatever damage he's about to cause.



"WE'RE THE COOLEST WHEN THINGS GET HOT."

WEAPONS/ ABILITIES

Subject has average strength in addition to above-average intelligence and endurance. He is skilled in analyzing and planning defensive preparations and maneuvers as long as he doesn't have to actually perform any of them in a crisis. He is a front-end Micromaster Combiner [See Combiners] who joins with Roadburner to form a fire truck; he can also join with any other rear-end Combiner to create a new vehicle mode.

ALTERNATE MODE

FIRE TRUCK



WEAKNESSES

Subject is a poor performer in high-pressure situations, and he either doesn't realize this or refuses to accept it.

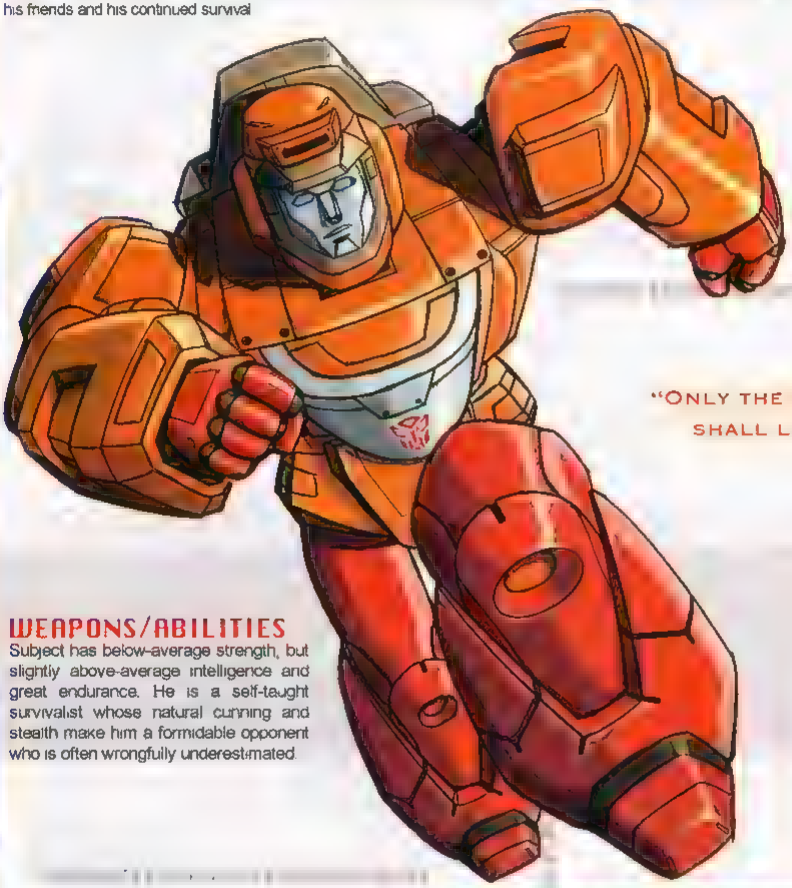
AUTOBOT

WHEELIE

PRIMARY FUNCTION: SURVIVALIST

BIO

Wheelie's led a tough life, and it shows. A relatively young Transformer, he spent his early years having to deal with the chaos and violence of the spreading Autobot/Decepticon conflict. Abandoned by a society that was falling apart at the seams and without aid or guidance, Wheelie learned early on that he could only rely on himself. This has made him suspicious and hesitant to trust those he meets. Wheelie is always on the look-out for a sign of betrayal. However once a friend has proven their good intentions, Wheelie's loyalty is unshakeable and unwavering, as it is for his brutish companion Gnaw and the leader of his Autobot resistance cell, Hot Rod. Wheelie will fight fearlessly against the most hopeless odds, using whatever means he has available to protect the only things important to him: his friends and his continued survival.



"ONLY THE FIERCE SHALL LIVE."

WEAPONS/ABILITIES

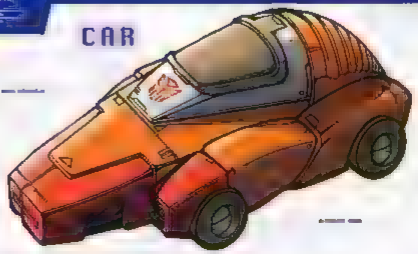
Subject has below-average strength, but slightly above-average intelligence and great endurance. He is a self-taught survivalist whose natural cunning and stealth make him a formidable opponent who is often wrongfully underestimated.

WEAKNESSES

Subject is a fierce fighter who often wins battles by sheer determination but he is still physically outmatched by most other Transformers.

ALTERNATE MODE

CAR



AUTOBOT

WHEELJACK

PRIMARY FUNCTION: MECHANICAL ENGINEER

BIO

Fully earning his reputation as a "mad scientist," Wheeljack fiddles with a dozen projects at once in his workshop, mumbling and chuckling to himself about each one—even when they blow up in his face, which they sometimes do. The Earth-bound Autobots love having him with them; not only do his experiments frequently yield useful innovations, Wheeljack's also a positive, good-natured 'bot who is fun to be around. He loves to show off—with his skills as a stunt driver and warrior or his newest creation, it doesn't matter—and those abilities have garnered him the respect of both allies and enemies.

"NEVER DO WHAT YOUR ENEMY EXPECTS YOU TO DO."



WEAPONS/ABILITIES

Subject has above-average strength and great intelligence. He is an extremely skilled engineer and has expertise in most of the practical sciences. In vehicle mode, Subject is the most adept driver among the Earth-bound Autobots, capable of extremely challenging offensive and defensive maneuvers. As a robot, he is armed with two shoulder-mounted cannons that can fire a variety of shells, new types of which he is always inventing. Options include a magnetic inducer that causes its metallic target to attract other metal objects, a shrapnel needle shell that bursts into millions of hair-thin, razor-sharp filaments capable of shredding through armor, and a gyro-inhibitor shell that disrupts its target's balance center. Subject is also capable of flying at speeds of 320 mph for a distance of 800 miles using the rocket-boosters mounted in his arms.

ALTERNATE MODE

RACE CAR



WEAKNESSES

[Teletran-One Security Recording. Earth Date: 1986]

IRONHIDE: What in th' heck—? Aw, not again—that blast came from Wheeljack's lab! C'mon!

RATCHET: Wheeljack! Are you—?

WHEELJACK: Ugh...nothin' to worry about, gang, just a little bug in my neutron detonator shell. Uh, Ratchet—can you pick that up? I think you're standing on my arm.

RATCHET: Sweet Primus!

WHIRL

PRIMARY FUNCTION: AERIAL ASSAULT

BIO

Whirl is a fairly normal Autobot when he's not in combat: calm, collected, and rational. His behavior when engaged in battle, however, is enough to make most of his comrades check again to make sure it's actually Whirl they're watching. The normally reasonable mechanoid becomes a furious fighter whose tactics rely on careening wildly through the air, blasting any and all Decepticons who happen to cross his erratic path. Whirl likes to tell people that his enemies fear him more if they think he's crazy, but some suspect that his battlefield behavior is a convenient release for Whirl's own dark side.

"IF USED LOGICALLY, MADNESS MAKES A GREAT WEAPON."



WEAPONS/ABILITIES

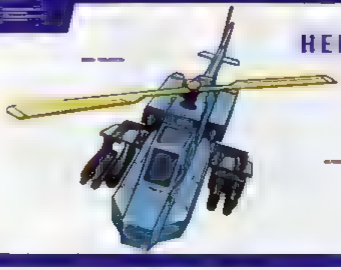
Subject has great strength, intelligence, and endurance. He is an excellent pilot, and his ability to control his maneuvers in vehicle mode is exceptional. He can fly at practically any angle while still effectively tracking and firing on targets. He is armed with four incendiary shell cannons and a photon beam rifle (also useable as a robot). Additionally, his robot mode is armed with a hand-mounted null ray module and a leg-mounted "paralyzo box" that can immobilize targets.

WEAKNESSES

Targets that are prepared for Subject's wild assaults are less intimidated by them. His reckless flying can lead to rotor and other damage.

ALTERNATE MODE

HELICOPTER



DECEPTICON

WHISPER

PRIMARY FUNCTION: PATROL LEADER

SUB GROUP:
MICROMASTER
AIR STRIKE PATROL

BIO

Whisper holds the tenuous position of Air Strike Patrol leader because he is the most despicable and capable of the team. What Nightflight lacks in courage, Storm Cloud lacks in intelligence, and Tailwind lacks in initiative, Whisper has. This allows him to solidify his control over the team, even while the others crave his position. Whisper is ruthless enough not to accept any overt insubordination, even though Storm Cloud enjoys testing his limits. The only member of the team that Whisper knows he'll have to worry about eventually is Tailwind, if he ever decides it's time to strike.

"UNDETECTED IN FLIGHT;
UNDEFEATED IN FIGHT."



WEAPONS/ABILITIES

Subject has great intelligence and endurance as well as below-average strength. He is an expert at infiltration and espionage tactics as well as aerial combat. In his vehicle mode, Subject is practically undetectable by sensors.

ALTERNATE MODE//

STEALTH FIGHTER



WEAKNESSES

Subject's lack of strength hinders his one-on-one combat abilities.

AUTOBOT

SUB GROUP:
THROTTLEBOT

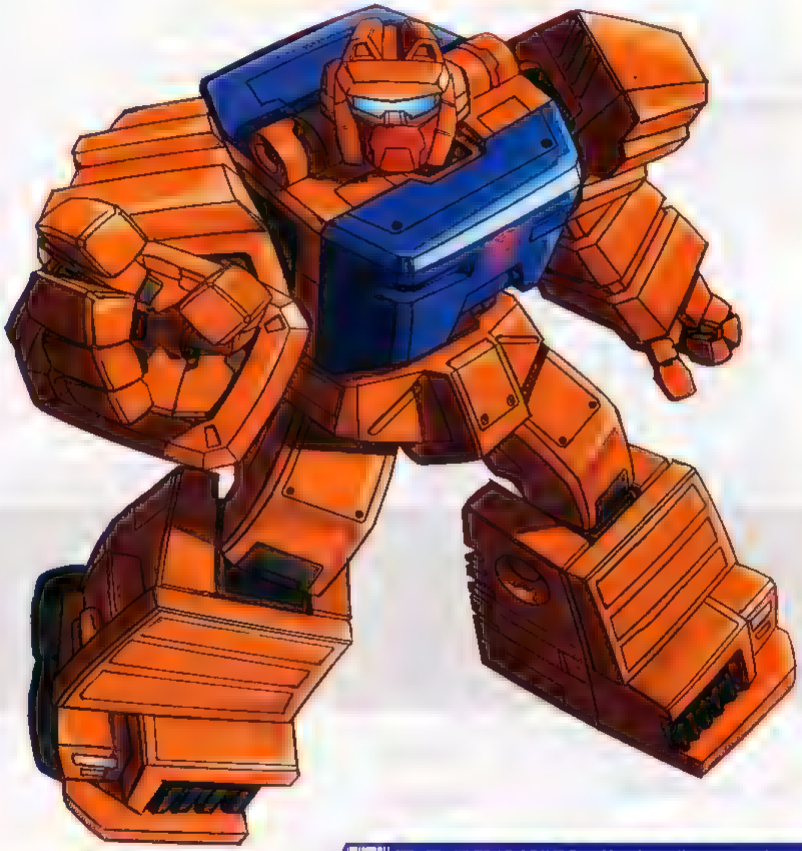
WIDELOAD

PRIMARY FUNCTION: MATERIALS TRANSPORT

BIO

Wideload's attitude is in direct conflict with the requirements of his job, and his complaining is legendary. A neat-freak whose primary concern is polishing his armor to a high shine. Wideload couldn't be unhappier in his role of materials transport. His job usually leaves him covered in dirt, and his complaints grow louder with each layer of grime. His comrades aren't particularly sympathetic, since Wideload is a stuffy and superficial Autobot who judges others based on how attractive and clean they are.

"LOOK GOOD AND YOU'LL HAVE
THE WORLD IN YOUR POCKET."



WEAPONS/ABILITIES

Subject has incredibly high strength and endurance; in his vehicle mode, he can haul up to 1,000,000 lbs. His hands and vehicle mode's tires contain sensors that can locate raw materials useful for construction.

WEAKNESSES

Subject is highly susceptible to rust, which he finds to be extremely embarrassing. He is also not particularly intelligent.

ALTERNATE MODE

DUMP TRUCK



WINDCHARGER

PRIMARY FUNCTION: WARRIOR

BIO

Windcharger runs hot and cold. He decides things quickly, rarely waiting to think or ask questions before moving to act. His quick thinking and bravery have saved the day on many occasions, earning him his place among Optimus Prime's elite. However, there is a darker side to Windcharger. His short attention span may make him highly enthusiastic to start off, but it also causes him to lose interest quickly and become depressed. Usually his friends will come up with something to pique his interest again, saving him from staying listless.



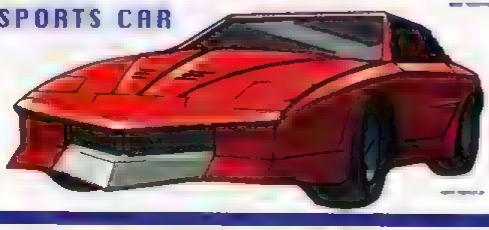
"QUICK ACTION EQUALS QUICK VICTORY."

WEAPONS/ABILITIES

Subject has below-average strength and endurance, but above-average intelligence. He is the fastest Autobot over short distances in vehicle mode, able to accelerate from a stationary position to 60 mph almost instantaneously. In robot mode, his arms function as powerful magnets, allowing him to project magnetic fields able to lift 10-ton objects at distances up to 700 feet. The closer Subject is to the target, the more control he has over attracting, repelling, or destroying it.

ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Subject's short attention span and mildly bipolar tendencies, coupled with his impatience, can make him useless in long-term operations that require strict adherence to a plan. His magnetic abilities drain great amounts of power if overused.

SUB GROUP:
TRIGGERCON

WINDSWEEPER

PRIMARY FUNCTION: AIR DEFENSE

BIO

Windsweeper's dedication to his job is so great that it makes up for his quirky tendencies. Formerly the head of a sanitation department on Cybertron, Windsweeper was well known (and resented) for his meticulousness and cruel persecution of anyone he felt was "littering." He applies that same demeanor to his job as a Decepticon air warrior; he feels the sky is his property, and he wants it kept clean. Autobots and other "invaders" are fired upon without hesitation, and even fellow Decepticons have to provide a series of codes for verification—otherwise Windsweeper will attack them, too.



"UNINVITED GUESTS SOON BECOME SMOLDERING WRECKS."

WEAPONS/ABILITIES

Subject has great strength and above-average endurance. In his jet mode, his wing tips contain high-energy heat generators that allow the wings to melt through steel. His long-range infrared scanners can detect a 5 mm heat-generating object in a junkyard. In both modes, Subject is armed with quick-release laser cannons that can lock on target in seconds.

WEAKNESSES

Subject is not particularly intelligent, his overbearing attitude breeds resentment among the airborne Decepticons he harasses.

ALTERNATE MODE



JET

DECEPTICON

WINGSPAN

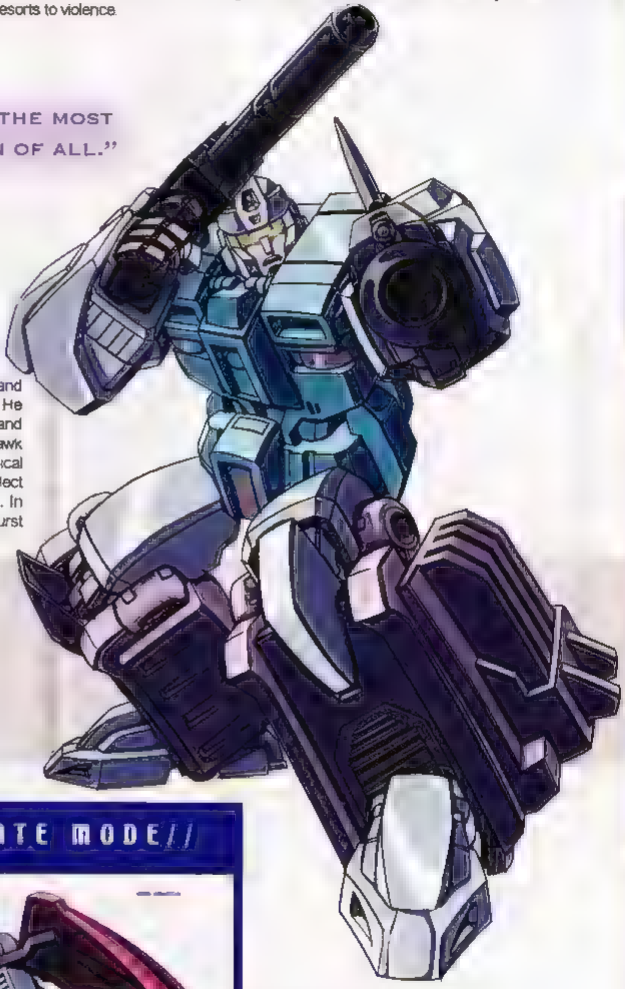
SUB GROUP:
CLONE

PRIMARY FUNCTION: DATA PROCESSOR

BIO

Wingspan is much more thoughtful than his clone brother [See Clones], Pounce, but is just as ruthless in his own way. Wingspan is primarily concerned with information, and he doesn't care how he gets it. He's an unrepentant snoop whose inquisitive nature makes him crave new information at a rapid pace. Wingspan can never have enough knowledge, so he seeks it out by spying on enemy troops. If there's nothing militarily important to occupy his time, he'll sate his need for data by spying on beings in their private time. When faced with a prisoner who refuses to give up information, Wingspan isn't above torture to get what he wants. Pounce, who usually shuns his bookish brother, feels great pride when Wingspan resorts to violence.

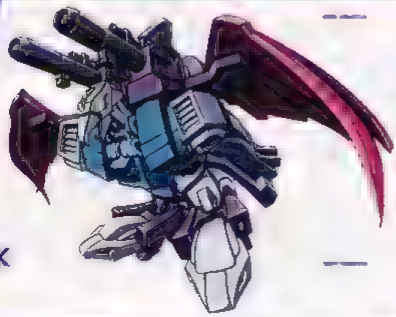
"KNOWLEDGE IS THE MOST DEADLY WEAPON OF ALL."



WEAPONS/ABILITIES

Subject has only average strength and endurance, but incredibly high intelligence. He is an expert at collating and analyzing data, and recognizing trends in information. His hawk mode has incredible vision as well as chemical and infrared sensors that he uses to collect geographical data and to locate resources. In both modes, he can wield two electro-burst rifles that overload a target's circuitry.

ALTERNATE MODE



HAWK

WEAKNESSES

Although highly skilled at his function, Subject is at a disadvantage in full-scale combat situations.

JUNKION

WRECK-GAR

PRIMARY FUNCTION: [illegible]

BIO

Wreck-Gar's personality is as much of a collection of mismatched parts as is his body. Much as his armor is forged and modified using whatever raw materials appear on his world of Junk [See Junk], his mode of speech has been formed by watching and listening to all of the junk that's floating through the universe. The sometimes-scatterbrained Wreck-Gar is obsessed with pop culture, and everything he says is culled from the countless hours he's spent listening to decades of Earth's radio and television broadcasts, not to mention the broadcasts of other worlds in the galaxy. He occasionally exhibits slight xenophobia because of his protectiveness of his fellow Junkions, but Wreck-Gar is quick to warm up. Beneath his diverse speech and exterior, Wreck-Gar is a kind and helpful being as well as a loyal ally.



"COLLECT AND SAVE, COLLECT AND SAVE."

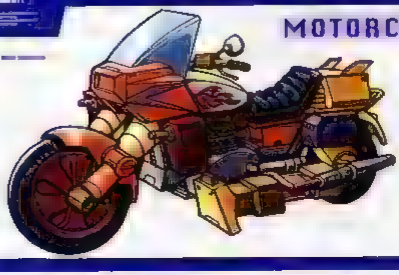
WEAPONS/ABILITIES

Subject possesses great strength and immense endurance as well as above-average intelligence. He is a highly capable mechanic, able to construct or reconstruct complex machines with a bare minimum of materials. In vehicle mode, he can reach speeds up to 160 mph. As a robot, he wields a decelerator laser that slows down its target's cerebral function, an energy axe, and a shield. In both modes, Subject has great resistance to damage.

WEAKNESSES

Subject is sometimes too good-natured; he can be tricked by those trying to take advantage of his aid. He has an inability to focus for very long periods of time; this attention deficit disorder can probably be traced to his long exposure to television programming.

ALTERNATE MODE // MOTORCYCLE



BLURR

SUB GROUP:
TARGETMASTER

PRIMARY FUNCTION: DATA COURIER

[From the Personal Datatracks of Hot Rod, Autobot Cavalier]

BIO

Blurr's the fastest there is, whether it comes to moving his feet or—more likely—moving his mouth. It doesn't make him a bad 'bot, but it does make him annoying to listen to sometimes. Still, he's one of my best friends, even if I can only make out 20% of what he says. His partner, Haywire, is pretty well suited to hanging with Blurr—he's a younger Nebulan [See Nebulon] who's almost as hyperactive and nervous as Blurr. That makes them an impulsive duo, but it sure doesn't make it easy for the rest of us to put up with 'em.



"THE FASTER IT IS, THE BETTER I LIKE IT."

TARGETMASTER:
HAYWIRE

WEAPONS/ABILITIES

Blurr's got a kind of hyper-speed that it would take a scientist to explain. The bottom line is that he's the fastest known Transformer on land, in both modes. Now he's also a Targetmaster [See Targetmasters], whose partner turns into an electro-laser cannon. He can use the cannon in either mode. Most forget that Blurr's pretty smart, and he's got slightly above-average strength.

ALTERNATE MODE//



CYBERTRONIAN CAR

WEAKNESSES

Blurr's got problems staying focused, and he and Haywire don't always work well with other Autobots or complex plans. Ha...not that I can talk.

AUTOBOT

SUB GROUP:
PRETENDER

BUMBLEBEE

PRIMARY FUNCTION: ESPIONAGE

[From the Personal Datatracks of Jazz, Autobot Special Ops/Saboteur]

PRETENDER SHELL//

"THE LEAST LIKELY CAN BE THE MOST DANGEROUS."



BIO

Bumblebee was always the Autobots' sidekick: you know, the spunky lil 'bot that everyone likes, even though they never view him as an equal... and definitely not as a full-fledged warrior. Of course, that always ate away at poor Bumblebee, who idolized the bigger Autobots and wanted to be just like 'em. It never got through to Bumblebee that Prime already thought he was just as valuable as anyone else; he kept on trying to prove himself. Now that he's got his upgrade, Bumblebee's dealing with power levels he never thought possible, but he's gonna find out that there's always someone bigger and tougher out there, and the mechs who made fun of him will just find something else to pick on him about now that he's stronger. What matters is the same thing that always mattered: the determination and decent nature that make someone who they are. Bumblebee's got that, and he's always had that... he just needs to figure out that he's been what he's wanted to become all along, stronger or not.

BUMBLEBEE

CONTINUED

WEAPONS/ABILITIES

Bumblebee's got a titanium-armored Pretender shell [See Pretenders] that's armed with a sonic blaster rifle and a rocket pack. The pack can get the little guy airborne up to 500 feet, for two-minute bursts at a time. The shell's helmet has a bunch a tracking devices, including thermal and electromagnetic sensors, and a multi-band radio transmitter. Underneath the shell, Bumblebee's pretty much the same on the outside, except for a few enhancements. He's now got above-average strength and endurance, and he's just as smart as ever. As a vehicle, X-ray lasers in his headlights can blast through solid rock, and he's got a laser pistol that's useable in both modes.



ALTERNATE MODE



CAR

WEAKNESSES

Bumblebee's a bit stronger now...but he still takes too many risks. He's gonna keep getting in over his head until he figures out that he doesn't need to prove himself.

DECEPTICON

SUB GROUP:
TARGETMASTER

CYCLONUS

PRIMARY FUNCTION: SABOTEUR

[From the Personal Datatracks of Galvatron, Decepticon Commander]

BIO

Cyclonus fulfills my vision of the ultimate Decepticon soldier. He is powerful, unfailingly reliable, and his hatred of the Autobots knows no bounds—because he knows that the Autobots are the primary obstacle to the progress of the Decepticon cause. Wisely, he understands that loyalty to the Decepticon cause means loyalty to me, and he can be counted upon to follow my orders without question. The imitating creature that serves as his partner, Nightstick, was a Nebulan [See Nebulon] criminal mastermind before joining with us. Cyclonus often finds himself at odds with the dishonorable pest.

"COMPASSION IS THE AUTOBOTS' DOWNFALL."

WEAPONS/ABILITIES

Cyclonus' power is second to mine. He is highly intelligent and skilled as a warrior and lieutenant. His jet mode is capable of inter-solar system travel, and is armed with laser cannons and an incendiary bomb rack. His Targetmaster [See Targetmasters] transforms into a black beam gun that fires a corrosive stream of black light.





TARGETMASTER:
NIGHTSTICK

WEAKNESSES

Cyclonus knows no fear and no weakness. His Targetmaster is his only vulnerable component.

ALTERNATE MODE//

SPACE JET

AUTOBOT

GRIMLOCK

PRIMARY FUNCTION: LIEUTENANT COMMANDER

SUB GROUP:
PRETENDER

PRETENDER SHELL

"AMONG THE WINNERS, THERE IS NO ROOM FOR THE WEAK."



BIO

Grimlock is still the toughest, most ill-tempered Dinobot but he's now being forced to back up his long-standing claims that he's the best choice for Autobot leader. No longer just in charge of the Dinobots, Grimlock now occupies an important position in the overall Autobot hierarchy, forcing him to deal with all of the demands and responsibilities of a full-fledged commander. Although some Autobots aren't convinced that Grimlock can handle it, he's taking it very seriously. At the very least, Optimus Prime seems to think there's potential there.

GRIMLOCK

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WEAPONS/ABILITIES

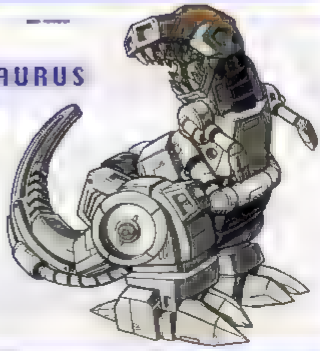
Subject is the strongest of all the Dinobots, and one of the most powerful Autobots. He is an intelligent and capable commander although his interpersonal skills leave much to be desired. Subject despises his human-like armored Pretender shell [See Pretenders], which is equipped with a jet pack and atom-smasher submachine gun that can penetrate most enemy armor. Subject's inner robot is armed with a double-barreled rocket launcher and energo sword. Dinosaur mode's teeth are capable of snapping a Transformer in two, experimental jet boosters have been added to the legs in this mode.

WEAKNESSES

Subject has no physical weaknesses, although his arrogance undermines his abilities. The jet boosters in his dinosaur mode are extremely awkward to use.

ALTERNATE MODE//

TYRANNOSAURUS REX



AUTOBOT

HOT ROD

PRIMARY FUNCTION: CAVALIER

SUB GROUP:
TARGETMASTER

BIO

The charismatic Hot Rod has to shed a lot of his youthful immaturity if he truly plans to follow in the footsteps of great Autobots like Optimus Prime. Hot Rod has a definite core of goodness in him that makes him easy to like, but he is also prone to taking rash actions or making disrespectful statements without even thinking. It's this hot-headed nature that differentiates him from the thoughtful Firebolt, his Nebulan [See Nebulon] partner. An astute scientist, Firebolt is both apprehensive and excited about having left the scholarly life to fight against tyranny alongside the adventurous Hot Rod.



"MY ACTIONS SPEAK LOUDER THAN WORDS."

WEAPONS/ ABILITIES

Subject has slightly above-average strength, average intelligence, and excellent endurance. His maximum speed in vehicle mode is 330 mph, which he can maintain for 150 miles. As a robot, the pipes on his forearms can emit bolts of electrostatic energy. His Targetmaster partner [See Targetmasters] becomes an electrostatic discharger rifle that is useable in both of Subject's modes. Firebolt is a highly intelligent scientist specializing in atomic physics.

TARGETMASTER: FIREBOLT



WEAKNESSES

Subject frequently gets himself into dangerous situations thanks to his brave, but unthinking, actions. Firebolt is just learning how to be an effective soldier and is prone to making mistakes.

ALTERNATE MODE

HOT ROD



AUTOBOT

JAZZ

PRIMARY FUNCTION: SPECIAL OPERATIONS SABOTEUR

[From the Personal Datatracks of Bumblebee, Autobot Espionage]

PRETENDER SHELL//

"DO IT WITH STYLE OR DON'T BOTHER DOING IT."



BIO

Jazz is just about the coolest Autobot I know. It's always exciting to see him because you know he's gonna have some exciting new story to tell or some music to share that he found while cruising Earth's city streets. Jazz is one of the most sociable 'bots there is, but he doesn't depend on others for what he needs—everyone depends on him, especially Optimus Prime. Jazz knows the right thing to say at the right time, and he's savvy enough to fit in anywhere. Now that he's got a Pretender shell, Jazz is even more likely to get involved with human affairs. One weird thing: Spike always says he expected Jazz's Pretender shell to look a little different. What's that about?

JAZZ

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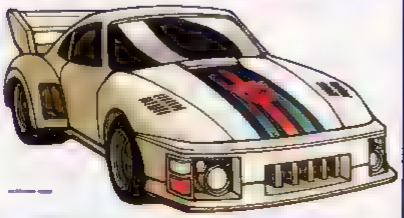
WEAPONS/ABILITIES

Jazz is one of the top operatives under Prime's command. He's got espionage skills that I can only hope to master someday. His Pretender shell [See Pretenders] is armed with a semi-automatic pulse rifle and deflector shields mounted on each forearm. Without his shell, Jazz's vehicle mode still has all of its original abilities including a powerful light and sound display. His top speed's been boosted up to a pretty impressive Mach 1, and his windows can gather solar energy for added power. He can use a photon rifle in both robot and vehicle modes. His robot mode's legs were fitted with hydraulic lifters that give him increased jumping abilities. kinda like Springer.



ALTERNATE MODE//

SPORTS CAR



WEAKNESSES

Jazz can get distracted or lured into something if offered the chance to learn about some new Earth music or culture.

AUTOBOT

SUB GROUP:
TARGETMASTER

KUP

PRIMARY FUNCTION: WARRIOR

[From the Personal Datatracks of Ironhide Autobot Security]

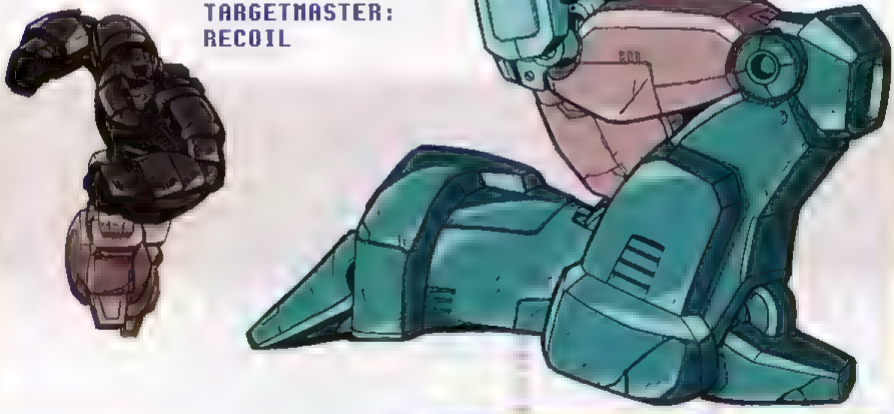
BIO

This sorry old coot makes me look like I just rolled off'a the assembly line. Kup's fought hard on Cybertron and across the galaxy and I have'ta admit that he's probably seen and done as much as I have. Maybe even more'n me — not that I'll ever say that to 'im. When he's not rattlin' off about some crazy adventure, Kup's one'a the best and most impressive fighters I've seen. His Nebulan [See Nebulon] partner, Recoil, was a retired sports star who wanted to give it one more go with the Autobots. Just like Kup, he'll never admit that he's passed his prime. An' why should he?

"THE PAST IS THE GREATEST TEACHER."

WEAPONS/ABILITIES

Kup's powerful and smart, and one of the best warriors in the Autobot army. His Targetmaster [See Targetmasters] turns into a musket-style rifle that shoots hydrochloric acid, an' he can use the weapon in either mode. As a vehicle, Kup can only reach a max speed of 100 mph, but he can keep it up for about 800 miles.



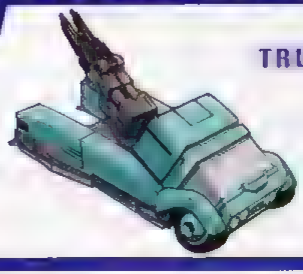
TARGETMASTER:
RECOIL

WEAKNESSES

Kup may be as strong as ever, but his vehicle mode's speed has seen better days.

ALTERNATE MODE//

TRUCK



AUTOBOT

OPTIMUS PRIME

PRIMARY FUNCTION: AUTOBOT LEADER

SUB GROUP:
POWERMASTER

[From the Personal Datatracks of Hot Rod, Autobot Cavalier]

"FREEDOM IS THE RIGHT
OF ALL SENTIENT BEINGS."

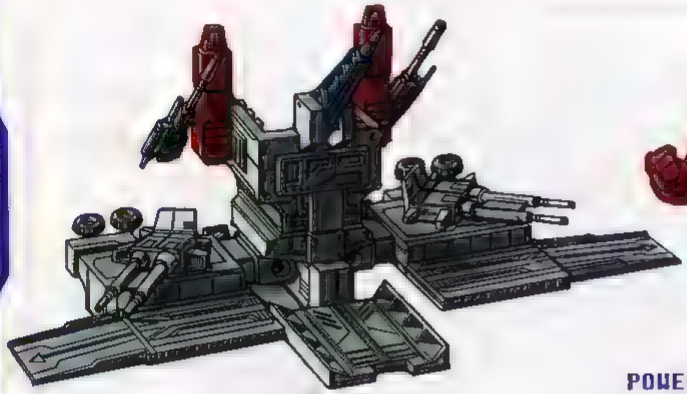


OPTIMUS PRIME

CONTINUED

BIO

What else can you say about Optimus Prime, other than he s the strongest, wisest, most dedicated, and well greatest Autobot of all time? Yeah, I know that sounds like the lame or easy thing to say, but anyone who's ever met Optimus Prime automatically knows it's true When he walks into a room you can feel the change in everyone. Even the most tired, battle-weary troops immediately stand up straighter react faster, and think better when he's around. it's not the kind of behavior that comes from the fear tyrants like Megatron instill in their soldiers; no, Optimus gets this reaction because 'bots respond to him without him even asking, like they all wanna live up to the standard of nobility he s quietly set for himself Optimus isn't a "do-as-I say, not-as-I-do" kind of Transformer He doesn't command people he leads them, and every Autobot I know would confidently follow him straight into the inferno. No matter how bad or how hopeless the situation gets, when Optimus is on the scene you just trust he's going to solve the problem—and you know you'd do anything to help him do it



BATTLE STATION



POWERMASTER: GINRAI

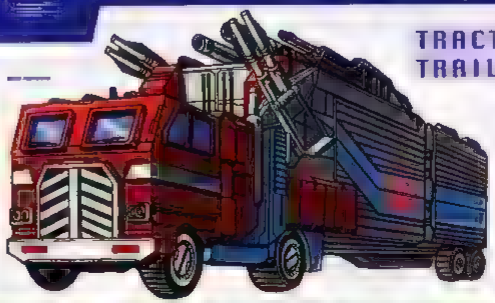
WEAPONS/ABILITIES

Optimus is the smartest and strongest Autobot there is--period Guys like Grimlock might talk like they could take him, but when it comes time to put up or shut up, Optimus is gonna be the winner hands down He's one of the best military planners and combatants Cybertron has ever seen, which is probably why he's worthy enough to bear the Matrix of Leadership His Powermaster partner [See Powermasters], Ginrai, is a brilliant scientist and programmer he can be a little stuffy sometimes, but he s a pretty stand-up being Prime s trailer can convert into a field command station complete with two double-barreled particle cannons, two laser rifles, a powerful main cannon, and a load of communications equipment. In his basic robot mode, Prime generally uses one of two laser rifles He can also combine with his trailer to form an even more powerful robot mode, where he can use the rifles and the particle cannons He also has the option of using that armament in his truck mode, even though Prime could probably just drive right through anyone or anything that got in his way.

WEAKNESSES

Optimus is easily one of the most compassionate beings in the galaxy...that's not really a weakness, but it can be a problem when you're dealing with a piece of slaggin' slime like Megatron, who's willing to threaten anyone or anything to get what he wants.

ALTERNATE MODE//



TRACTOR-TRAILER

DECEPTICON

SCOURGE

PRIMARY FUNCTION: TRACKER

SUB GROUP:
TARGETMASTER

BIO

Scourge's contempt for other beings, particularly the Autobots, becomes ironic considering his current partnership with the Nebulan [See Nebulon] known as Fracas. The two of them are both known for having poor dispositions, but they express them in very different ways. Scourge is frighteningly quiet most of time, exhibiting a cold, malignant anger that explodes into furious action only when he chooses, on the other hand, the volatile Fracas has a hair-trigger temper that has him running hot all the time. The slightest misstep can trigger Fracas' rage, and Scourge almost appreciates the ferocity with which his Nebulan can fight—almost.

"DESOLATION FOLLOWS IN MY TRAIL."



TARGETMASTER:
FRACAS

WEAPONS/ ABILITIES

Subject possesses phenomenal physical strength and endurance, he is also a highly intelligent and skilled tracker. His scanning sensors are acute enough to follow the slightest traces of his prey across the galaxy. His Targetmaster partner [See Targetmasters] becomes an incendiary cannon which fires blasts of high-intensity flammable material that can sear through most Transformers' armor. The weapon is useable in both of Subject's modes.

WEAKNESSES

Subject has no physical weaknesses, but he is extremely arrogant. Fracas is by far the more vulnerable of the two.

ALTERNATE MODE//

HOVERCRAFT



DECEPTICON

SUB GROUP:
PRETENDER

STARSCREAM

PRIMARY FUNCTION: AEROSPACE COMMANDER

PRETENDER SHELL//

"CONQUEST IS MADE OF THE ASHES OF ONE'S ENEMIES."



BIO

Always ambitious and utterly convinced of his own superiority, Starscream is getting smarter and more capable as time goes by. Some Decepticons once felt they could laugh at Starscream's aspirations to power, but his growing litany of successes is forcing everyone to take his desire to lead more seriously. Now, the true Starscream has revealed himself, and both Autobots and Decepticons have a new reason to watch their backs when he's in the vicinity. With the upgrade accompanying his Pretender shell, the increasingly powerful and entirely self-serving Starscream has gained even more of the raw power needed to back up his grandiose schemes.

STARSCREAM

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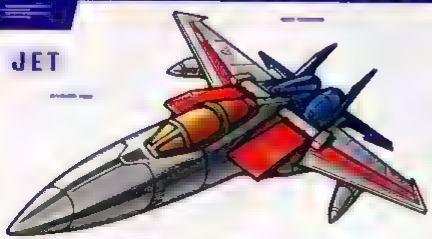


WEAPONS/ ABILITIES

Subject has above-average physical strength and endurance, which have been boosted by the addition of his heavily armored Pretender shell [See Pretenders], the shell can convert to a human outward appearance for disguise purposes. A jet pack gives the shell flight capabilities, and it is armed with a thermal carbine capable of freezing or melting metallic targets upon impact. Subject's inner robot mode is mostly unchanged; it is armed with powerful null rays in robot mode and cluster bombs as a jet. Subject's speed in jet mode is great, with Mach 3 being nothing more than a casual cruising speed for him. In jet mode, Subject can attain suborbital altitudes with ease. He is a highly intelligent schemer and an excellent warrior.

ALTERNATE MODE//

JET



WEAKNESSES

Subject's arrogance is still one of his most easily manipulated weaknesses. Although he is a highly capable leader, those under his command often resent his contemptuous, snobbish attitude.


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TRANSFORMERS
MORE THAN MEETS THE EYE

THE ARK



THE ARK LEAVING CYBERTRON

THE ARK

The finest spacecraft in Cybertronian history [See Cybertron], the Ark was originally conceived as part of Optimus Prime's initial plan to leave Cybertron upon assuming command of the Autobots [See Autobots]. When circumstances convinced Prime to abandon this course of action, construction of the Ark continued, although it was vastly slowed by the escalation of the Autobot/Decepticon conflict and the resultant scarcity of resources. Despite these limitations, the design team (headed up by Wheeljack, Huffer and Grapple) was ordered by Optimus Prime to hold out for only the highest quality components and equipment. He planned for the Ark to assist them in exploration, locating Energon [See Energon] beyond Cybertron, and also to travel to other worlds threatened by the Decepticons. Tragedy struck on the Ark's maiden voyage when it was attacked and boarded by a Decepticon raiding party from the Nemesis warship [See Nemesis, The]. Crashing on Earth [See Earth] with both factions aboard, the Ark and its contents remained largely undisturbed for over 4 million of that planet's years. When the Earth-bound Cybertronians [See Cybertron, Inhabitants] were re-awakened by the Ark's on-board computer, the crashed ship acted as the Autobots' base of operations.

THE ARK CRASHED ON EARTH



THE ARK

TECHNICAL SPECIFICATIONS

The Ark is a gigantic craft, with enough space, equipment and quarters to accommodate approximately 300 Cybertronian beings. In addition to living quarters and recreational space, the Ark has advanced engineering and medical bays. It was one of the first ships to utilize the fledgling Transwarp technology [See Transwarp Drive], allowing it to use dimensional wormholes to cross vast distances in a fraction of the time needed for physical space travel. Its hangar bays can accommodate several shuttles. The Ark also carried a ceremonial set of datatracks containing the Covenant of Primus text [See Matrix, The].



TELETRAN-1 DURING SCANNING

TELETRAN-1

Perhaps the Ark's greatest asset is its aforementioned on-board computer, Teletran-1. Teletran-1 is a supercomputer with unmatched logical reasoning and analytic capabilities, it can also serve as a communication station with a range of 3,000 miles. Its most powerful ability is contained within its scanning technology. It can analyze local surroundings and then implement a reformatting program to restructure a Transformer's alternate mode to match the locale. It was this system that awakened the Autobots and Decepticons on Earth, restarting their conflict.

AUTOBOTS



THE AUTOBOTS

The Autobots represent the highest ideal of Cybertronian principles [See Cybertron]. Primarily non-aggressive in nature, the Autobots will heroically defend a threatened world, city or even a single being with every last vestige of their energy. Led by the Council of Ancients [See Matrix], the Autobots were the primary architects of Cybertronian civilization for the majority of recorded history. The Autobots were the default element of the planet's society, with a few exceptions, until the Decepticon forces [See Decepticons] arose under the leadership of Megatron. Until that time, it was simply assumed that all Transformers were Autobots.

KNOWN PRIMES

Although guided by the council of ancients, actual leadership of the Autobots (and, mystically, Cybertron) was generally held by one hand-picked being. This Autobot would be given the Matrix of Leadership and, in the case of those attuned to it, become one of the super-powered Primes. These Autobots have traditionally been the wisest and most respected members of Cybertronian society, and their generally benevolent reigns last until they are somehow deactivated or leave for parts unknown. Known Primes include:

[redacted]

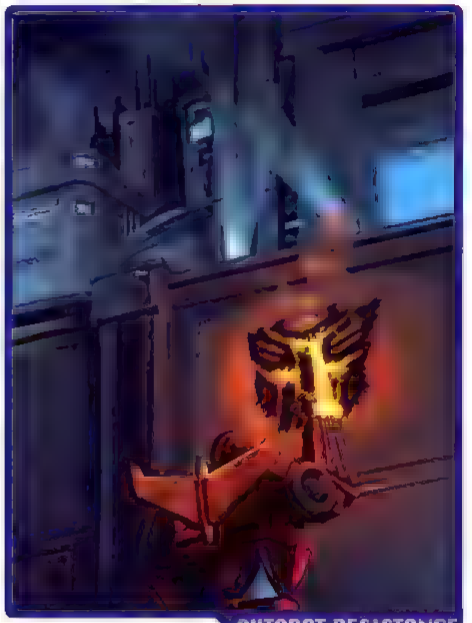
AUTOBOTS



ORIGINAL CREW OF THE ARK

THE GREAT WAR

When the Great War broke out on Cybertron, an elite cadre of Autobots banded together under the leadership of their then-fledgling commander, Optimus Prime. Circumstances put them at the forefront of the conflict, and they learned from each other as the war changed their world around them. Optimus Prime gained insight from them as they took inspiration from him, making these 19 tightly knit Autobots the iconic core of their army. Prime selected them to act as his crew on the doomed first flight of the Ark [See Ark, The], which led them to be removed from the war for over 100,000 Earth years. In their absence, the Autobot movement lost much of its will to fight. Leadership fluctuated between Fortress Maximus and Ultra Magnus, neither of whom could motivate the army in the same manner as Optimus Prime. By the time of the Great Shutdown [See Cybertron] the Autobots had lost much of the ground they had regained under the leadership of Optimus Prime.



AUTOBOT RESISTANCE

RESISTANCE TO SHOCKWAVE

When Cybertron was reactivated by Shockwave, initial Autobot reluctance to trust him faded when certain key Autobots agreed to share leadership of Cybertron with him. Several Autobots became immediately suspicious of the arrangement, forming an underground resistance movement. The young Hot Rod rose to leadership of the most aggressive resistance faction largely due to his charismatic and honest behavior. With his mentor Kup acting as his chief organizer, Hot Rod's faction was characterized by bold action, leaving subversive graffiti as its trademark in the struggle against Shockwave's oppressive, brainwashing regime.

With the return of Optimus Prime to Cybertron, the majority of Autobots rededicated themselves to eliminating the Decepticon menace.

CLONING TECHNOLOGY

THE DEVELOPMENT OF CLONING TECHNOLOGY

An occasional natural aberration of Transformer formation results in the splitting of sparks [See Sparks] causing several related beings to be created, such as the Autobot brothers Sideswipe and Sunstreaker. An artificial recreation of this process led to the development of cloning technology. Cloning technology differs from normal Transformer creation in that it is specifically designed to create two or more beings that are identical in some respect, be it robot or alternate mode (usually the former). Although cloned Cybertronians often share certain basic personality traits, they can be radically different from one another despite their origins. Natural spark separation is still a far superior process, creating much more balanced and less codependent beings. The process is usually performed using a series of cloning tubes where the raw protoform materials for creation are suspended. When the spark is split and separated between the tubes, the machinery automatically scans the results and directs the tubes to construct the beings to match based on a pre-programmed set of variables. A variety of clones can be created: some match just the robot or alternate mode, while others are completely identical. In the latter case, the robots in question sometimes differentiate themselves through varying color schemes and/or slight physical alterations.



CLONING PROCESS: POUNCE AND WINGSPAN

THE DEVELOPMENT OF THE COMBINERS

One of the most powerful weapons developed during the Great War combining technology was based on the principle of joining several troops together and multiplying their power beyond the sum of their parts Decepticon leader Megatron [See Decepticons] initially commissioned the Constructicons to develop the process they experimented on themselves to create Devastator, the first and one of the most feared combiners The secrets of the process were part of the great escalation in military technology on both sides as the war progressed with the Autobots developing their own combiners to combat the Decepticons' new advantage

DEVASTATOR DISSECTION

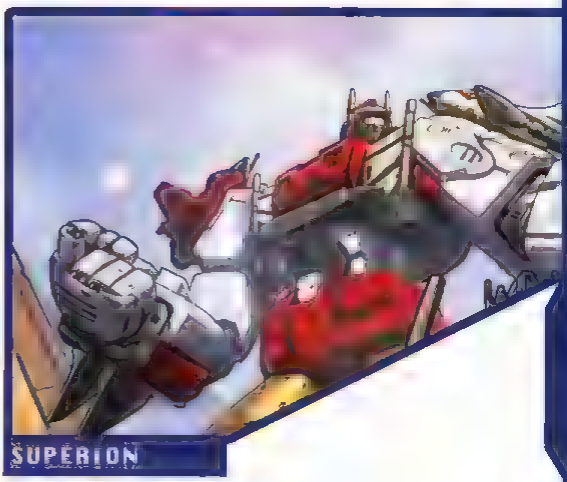


SUITABILITY OF SUBJECTS

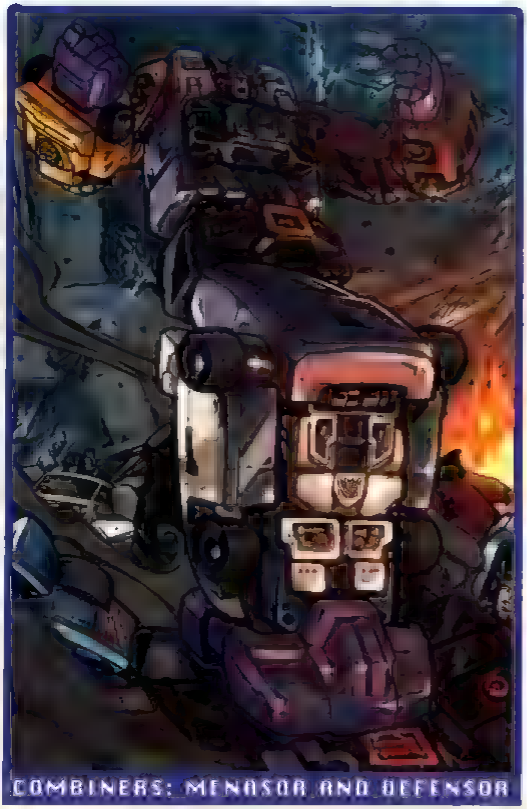
Not all Cybertronians are suitable for the combiner process during Megatron's trial period, many unfit mechanoids were driven insane or rendered permanently inoperative Much like Triple Changers [See Shockwave's Experiments], there must be an inherent predisposition that's encoded within the candidate for the process to be a success Once a group is selected that matches the qualifications for physical and mental combination their bodies are reformatted to recombine into a unified robot form Physically, the combined forms are designed to maximize the energy output of all the components this leads to combined robots that are far more powerful than the sum of their parts might imply

MENTAL COMBINATION

Although the impressive physical properties of the combiners are well known, the details of their mental unification are more poorly understood. It is known that the individual minds are submerged into one unified personality; however, this personality is generally limited in its cognitive and creative abilities by what the team members can subconsciously agree upon. It is rare but possible for a combined robot to have its own highly intelligent and well developed personality, but this only occurs in cases when the team's attitudes, attributes, and goals mesh (examples include the Protectobots Defensor and the Predacons' Predaking). Most of the time, combined robots are the victims of their fractured personalities, making them unstable and dim (like the Constructicons' Devastator or the Stunticons' Menasor).



SUPERION



COMBINERS: MENASOR AND DEFENSOR

OTHER COMBINING TECHNOLOGIES

Less extreme forms of combiner technology are utilized by those who combine to form a vehicle mode (like the Micromaster Combiners) or those who combine with non-sentient armor (Powermaster Optimus Prime). In these cases, the personality of the combining robots is not submerged, and either of the sentient components can share direct control over the combined form.

CR CHAMBERS/STASIS PODS

BASIC PRINCIPLES OF CRYONIC REGENERATION CHAMBERS

CR (Cryonic Regeneration) chambers are a relatively new advancement in Cybertronian repair technology. They can heal remarkable amounts of damage, making them capable of reversing stasis lock and worse.



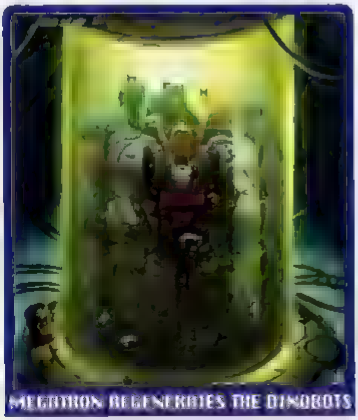
STASIS POD

TECHNICAL SPECIFICATIONS

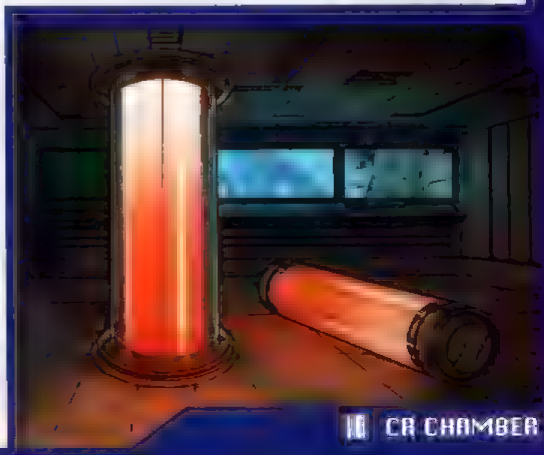
The basic principle of the CR chamber is deceptively simple. They have their own increasingly advanced nanotech to assist in repairs, but they primarily operate by boosting a Cybertronians' natural healing process. By placing the wounded mechanoid in suspension, the chamber allows that robot's internal regeneration circuitry to focus solely on repairs. The chamber senses which sections are the most badly damaged and directs the mechanoid's own internal processors to focus on those areas instead of merely initiating general maintenance, the chamber thus focuses and supercharges regeneration circuitry, allowing repairs to take place up to hundreds of times faster than they would otherwise. Although they were in common use during Shockwave's regime, their high energy consumption and delicate technology make them a rare and valuable commodity during times of war.

DEVELOPMENT HISTORY AND APPLICATIONS

The origins of the CR chamber also tie into the stasis pod; stasis pods are primarily used to store newly developed protoforms before they are imbued with a spark and formatted into fully functioning mechanoids. They keep the protoform in total isolation, supported and nurtured by lubricating fluid. Because of their ability to keep a Transformer dormant with minimal energy loss, stasis pods have also been employed to conserve resources, such as storing crew members during an extended space flight. Their ability to maintain docility and dormancy has also led to their use in Cybertron's prison and detention systems.



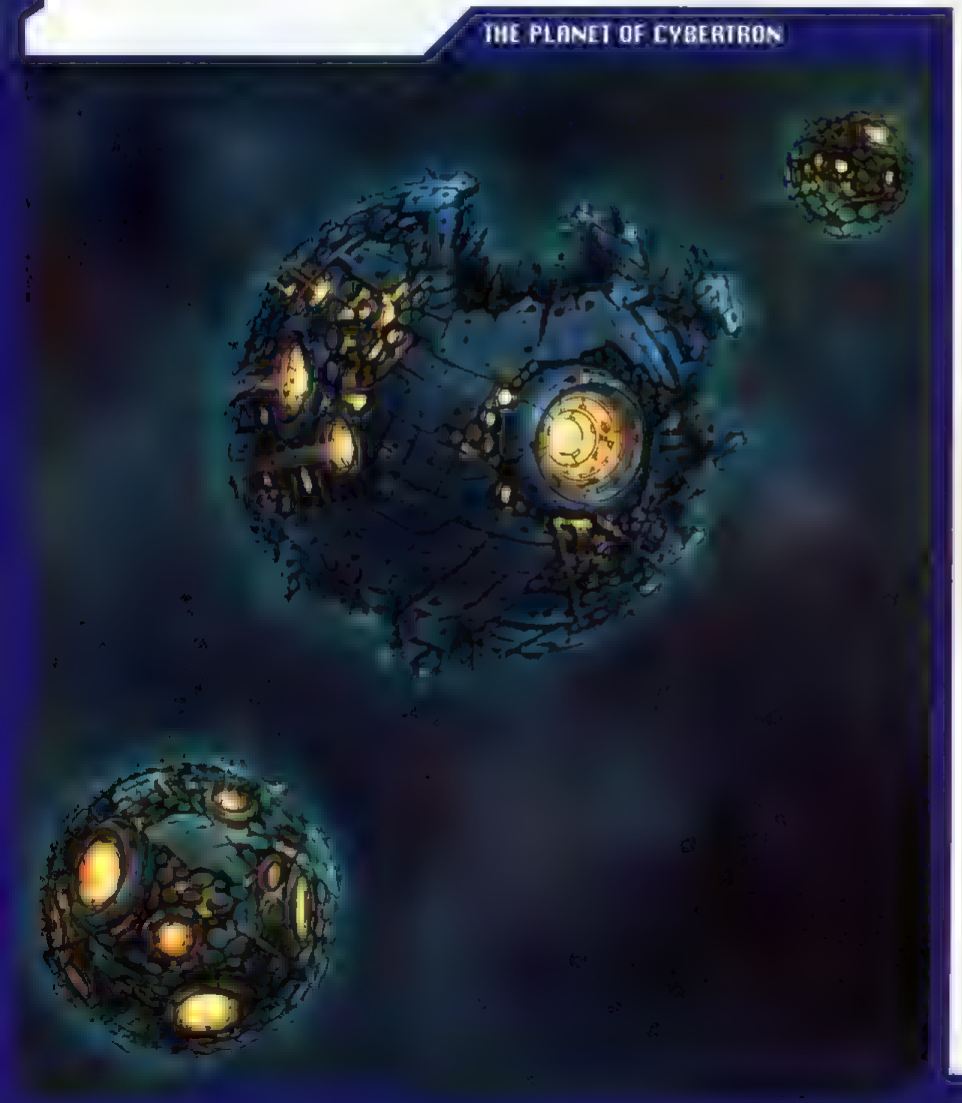
MEGATRON REGENERATES THE DINOBOTS



CR CHAMBER

CYBERTRON

Orbiting Alpha Centauri, the planet Cybertron is a giant metallic planet the size of Earth's neighbor Saturn [See Earth]. Composed almost entirely of metallic ore of varying physical properties, it is home to a race of powerful mechanical beings able to convert their bodies between robot mode and various alternate forms. For millennia, the two dominant factions—the Autobots and Decepticons—have been at war with each other for control of their world and its remaining Energon [See Energon].



CYBERTRON

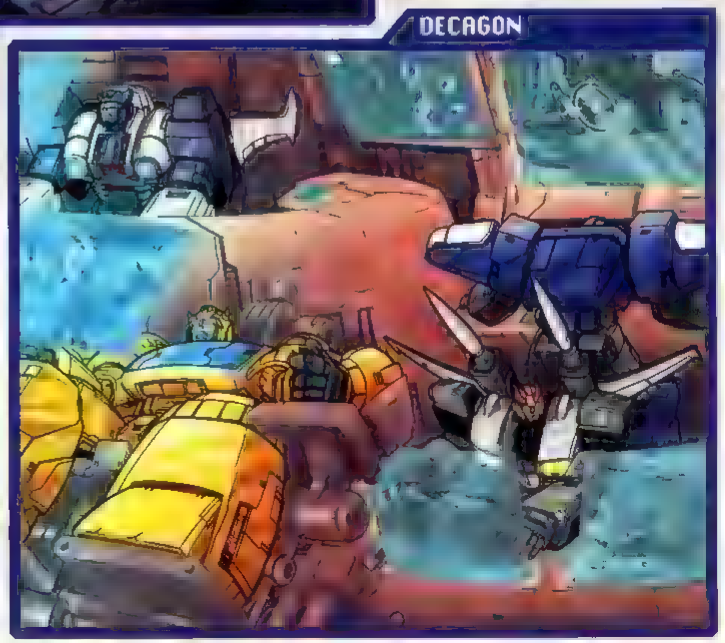
TECHNICAL SPECIFICATIONS

Cybertron possesses a light oxygen-based atmosphere suitable for the cooling needs of mechanical-based life as well as most carbon-based life forms. Orbiting the world are two moons (roughly half the size of Earth's Moon), each of the moons has its own atmosphere, and their density leads them to have a comparable level of gravity to Cybertron itself. Although once rich in resources, the constant demands of war had all but drained Cybertron's supplies, forcing its inhabitants into stasis as the planet reformatted itself. This period is known as the Great Shutdown [See Great Shutdown, The]; it ended when Shockwave was reawakened and restored the planet to working order.



CYBERTRON'S INTERIOR

The interior of Cybertron is as poorly understood by existing scholars as the aforementioned reformatting. Underneath the surface is a complex system of tunnels and machinery, the exact nature and engineering of which has yet to be uncovered. Some, like Megatron [See Decepticons], believed Cybertron to be a form of mobile fortress with planetary engines within it to facilitate its movement throughout the universe. It is unclear whether this belief was correct or whether Megatron was simply trying to classify the incomprehensible workings in a way he and others could understand.



CITIES

Cybertron's territory has traditionally been broken down into large, self-governing city-states that follow the lead of the head government based in Iacon. The two most significant cities in recent times have been Iacon and Kaon



IACON

IACON

Iacon is home to the Council of Ancients [See Matrix, The], the seat of Cybertronian government and, in later years, the base of remaining Autobot power After the start of the Great War, the Decagon (formerly Cybertron's primary base of military planning) gradually became the Autobots' primary fortress After a time, it became known as Autobase Following Cybertron's reformatting and revitalization under the reign of Shockwave, the lead government was restored in Iacon within a new High Council Pavilion. Shockwave even arranged to have Perceptor ousted after a brief stint on the council feaming the scientist's inquisitive nature might uncover the former Decepticon's plans and rekindle latent Autobot sympathies. The new Cybertronian High Council consisted of several key Autobots whom Shockwave recruited for their influence and respective skills, including Red Alert, Skids, Grappie, and Inferno. Although they did not become aware of it until the return of Optimus Prime to Cybertron, the Council acted as Shockwave's unwitting dupes throughout their term Although each of the Autobots was skilled in his own right, not one of them was suitable for a leadership position of his own, Inferno's hot-headed nature, Red Alert's paranoia, Skids' wandering mind, Hoist's submissiveness, and Grappie's ego all kept them from working together efficiently, leading to the constant need for Shockwave's guidance. Installing this ineffectual government was all part of Shockwave's plan to assert and maintain control over Cybertron's inhabitants while appearing benevolent. Once Shockwave was removed from power, Iacon again found itself a bastion of Autobot military forces. With the return of their commander, Optimus Prime, the Autobots' fighting spirit was renewed, signifying a return to the combat of the Great War



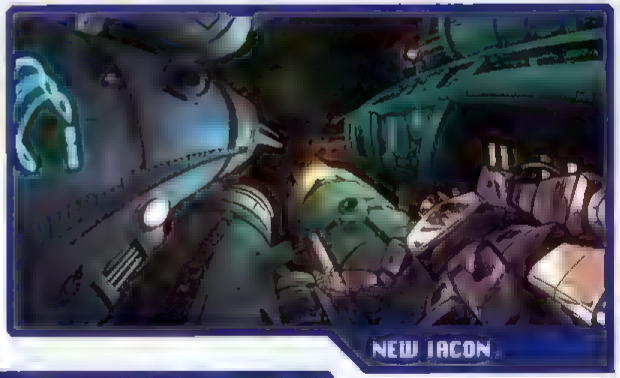
CENTRAL HALL





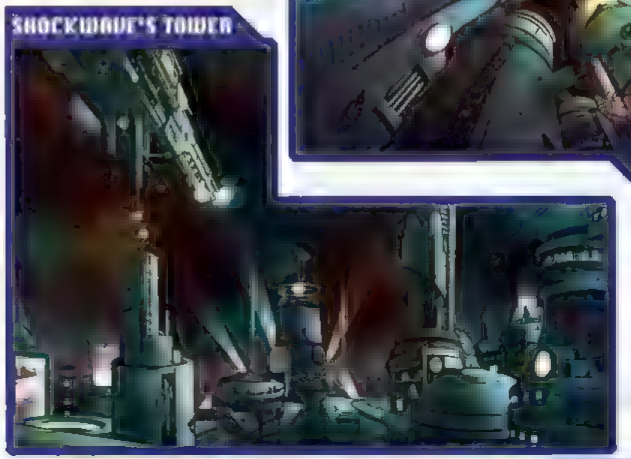
INHABITANTS

The denizens of the planet Cybertron are among the most powerful and gifted life forms, mechanical or otherwise, in the known universe. Possessing the ability to convert their bodies into different forms for the purposes of disguise, warfare, infiltration, and countless other uses, their potential is only limited by their imagination.



NEW IACON

SHOCKWAVE'S TOWER

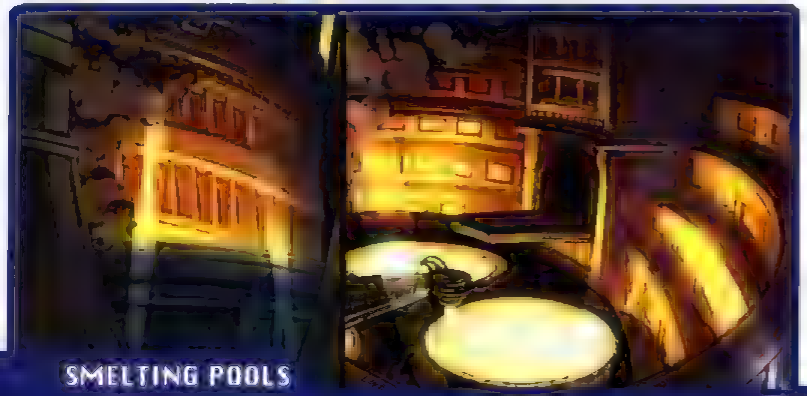


KAON

Kaon served as Megatron's seat of power as he first began assembling the Decepticon forces into a worldwide army. Always one of the more reactionary city-states, Megatron took full advantage of its populace's disaffection with the Autobot status quo to establish his headquarters there at the imposing edifice known as Kolkular.



This city was also home to one of the most embarrassing and barbaric creations in the history of Cybertron: the dreaded Smelting Pools. Originally developed as an industrial asset for the breaking down of raw materials used in construction, Kaon pioneered their use as a way of disposing of particularly violent criminals in brutal public executions. The government of Iacon found the practice abhorrent and demanded it be halted, which it was for several vorns. Once the Decepticons started forming the underground coalition, the Smelting Pools were restarted for horrific ceremonies disposing of failed gladiatorial combatants [See Gladiatorial Combat] and dissenters. When the balance of power tipped in favor of the Decepticons, the Smelting Pools became the scene for mass executions of Autobot prisoners of war. Later, the Decepticons erected Smelting Pools in other areas, including the traditionally Autobot-controlled city of Iacon. The Smelting Pools' super-hardened walls are specially treated to be heat-resistant, making them able to withstand the sweltering temperature achieved by the molten metal within them. Giant furnaces keep the substance super-heated at all times; the Smelting Pools are capable of melting down all known Transformer armor, given enough time. Once melted, the remains are sucked to the bottom where all the various base elements are separated and sorted into individual containers. Thus purified and segregated, the materials can be reused for construction purposes. Used on a living being, the Smelting Pools almost always guarantee a searing, painful death.



CYBERTRON

PROTOFORMS

The standard Cybertronian begins life as little more than a skeletal mass of partially formed circuits, a protoform. These protoforms are stored in stasis pods [See CR Chambers/Stasis Pods] filled with a nutrient gel that nurtures and protects the fledgling circuits. Protoforms can be built to a preplanned schematic before being imbued with life, or they can be allowed to form naturally upon the introduction of a spark [See Sparks]. There are several methods of granting life to a protoform. The most ancient and reliable is through the use of the Matrix. However, in the absence of the Matrix's power, there are other less-reliable options. These include attempting to attune the protoform to an energy wavelength similar to that of the Matrix and then applying a burst of concentrated Energon to activate the process. This was used during desperate times when the Matrix was unavailable to the Autobots and is also the only option for the Decepticons to create new warriors. Although it is effective, the method requires a high amount of energy, making it inadvisable during lean times. It is believed that Cybertronians have other untapped potential for creating new life, but it is unclear what missing components are necessary to complete this system.

TRANSFORMATION

All Cybertronians are created with the ability to convert their physical forms into at least one alternate mode. These modes vary in their applications, but they are primarily useable for transport, combat, disguise, or some combination thereof. The development of the conversion process is lost to the mists of time, but traditionalists maintain that it was part of the design of Primus, creator of the Cybertronians, to help improve their efficiency and combat abilities. Whatever the reason, every naturally created Cybertronian has this ability hardwired into them; in fact, there is evidence that the power of transformation is encoded into their very atomic structure [See Size/Mass Change]. A Cybertronian can mentally activate their conversion from one mode to another, provided they have not sustained enough damage to make it impossible. In addition to manual control, it is possible to set up an "activation code" which puts the transformation process under the control of the mechanoid's diagnostic computer. These activation codes allow the Cybertronian to focus on other things while the computer controls the change.



OTHER CHARACTERISTICS

Cybertronians require energy to power their life-functions, and their primary source of fuel is Energon [See Energon]. As a race, Cybertronians are fairly dependent on a steady flow of Energon to survive, making fuel consumption a focal concern in their society and its conflicts. Their weapons are stored in component form within them in their alternate mode and robot form; a Cybertronian can then mentally activate this weapon compartment—a sort of holster—to draw their weaponry when needed. All Cybertronians have a regenerative system that repairs the damage they have sustained, although the rate at which the system operates depends on the level of injury and their fuel level. The mechanics of this regenerative system formed the basis for CR chamber technology [See CR Chamber/Stasis Pods]. As a race, Cybertronians are fairly hardy. Despite this, they are still vulnerable to damage from combat, such as laser fire, edged weapons, and other self-explanatory dangers. Some Cybertronians are more or less resistant to these attacks than others, but most physical weaknesses are judged against the baseline of an average mechanic. Most damage is not fatal to a Cybertronian outright, even dramatic system damage can eventually be repaired. It takes a sustained and immense amount of damage to permanently extinguish a Cybertronian's spark, although it is certainly not impossible. Any damage that affects the subject's neuro-circuits is capable of destroying that Cybertronian permanently: the destruction of a brain casing is uniformly fatal—except in the case of an aberrant spark.

MARTIAL ARTS

There are several forms of hand-to-hand combat on Cybertron [See Cybertron], dating back to ancient times. Their exact origins are undetermined, but they are powerful tools for those who know how to wield them. Some of those practiced by the remaining prominent Cybertronian martial artists are



TRAINING TECHNIQUES

CIRCUIT-SU

Circuit-Su focuses on the training of the mind as much, if not more, than the physical body. A highly mental art, its students believe that by harnessing their personal energy they can bend others to their will. Practitioners are characterized by their solitary and laconic natures, and the Circuit-Su combat techniques focus on turning an aggressor's attack against them. It is rumored that advanced practitioners can actually call up their spark energy [See Sparks] to act as physical bolts of energy when attacking foes.

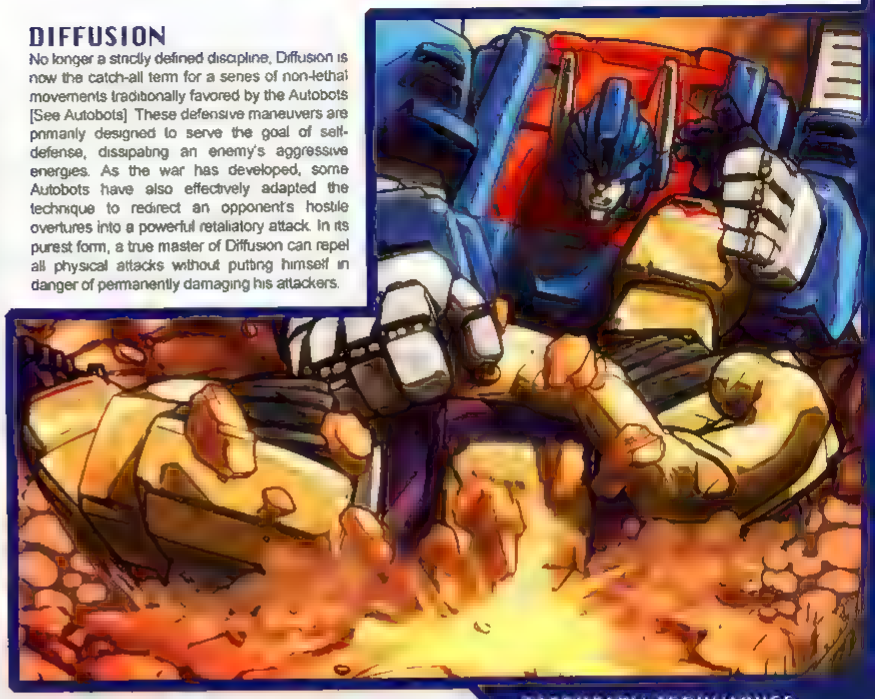
CRYSTALOCUTION

Perhaps the most physical of the Cybertronian martial arts, Crystalocution is primarily concerned with dominance in basic hand-to-hand combat. Its practitioners eschew the spiritual conditioning of other martial arts in favor of physically conditioning themselves to perfection. Crystalocution attacks focus on a series of movements to determine and target an opponent's weak points, such assaults trigger pressure points in the crystalline structure of a structure/opponent, shattering them.

CYBERTRONIAN MARTIAL ARTS

DIFFUSION

No longer a strictly defined discipline, Diffusion is now the catch-all term for a series of non-lethal movements traditionally favored by the Autobots [See Autobots]. These defensive maneuvers are primarily designed to serve the goal of self-defense, dissipating an enemy's aggressive energies. As the war has developed, some Autobots have also effectively adapted the technique to redirect an opponent's hostile overtures into a powerful retaliatory attack. In its purest form, a true master of Diffusion can repel all physical attacks without putting himself in danger of permanently damaging his attackers.



DIFFUSION TECHNIQUES

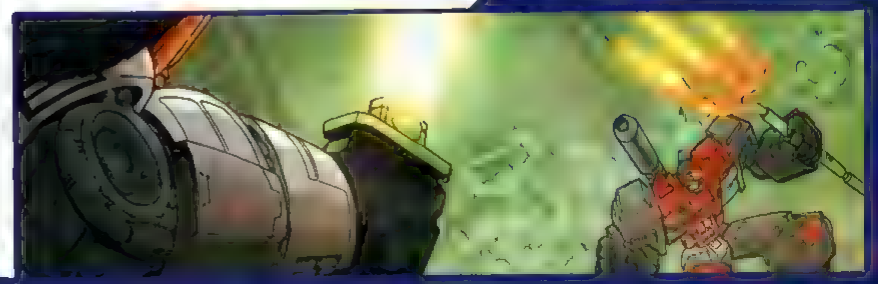
METALLIKATO

Metallikato is perhaps the most arcane and rare of the Cybertronian combat arts. It incorporates elements of the mental conditioning of Circuit-Su, along with the hand-to-hand combat of Crystalocution, but it also mixes in a strong element of spirituality, encouraging practitioners to attune themselves with powers higher than themselves to attain their goals. Metallikato has a strict code of ethics that its students are required to follow in order to achieve true mastery. The combat attacks range between standard hand-to-hand to edged and blunt weapon attacks, providing practitioners with a versatility in battle that is difficult to match. Although it emphasizes variety as a means to superiority, mastery of edged-weapon combat is the primary hallmark of those who study Metallikato.

PIT FIGHTING

Pit fighting is one of the most brutal and barbaric attack forms on Cybertron, used by the more powerful gladiators to dominate their foes in battle [See Gladiatorial Combat]. The technique is largely improvisational, but it hinges on a series of ruthless maneuvers that maximizes the attacker's willingness to employ lethal finishing moves to win a battle. Megatron and Grimlock are two of the most skilled masters of this attack method.

PIT FIGHTING



DECEPTICONS



THE DECEPTICONS

The Decepticons are the dark counterpoint to the Autobots' long-standing benevolent rule on Cybertron [See Autobots, Cybertron]. The iron-willed Megatron manipulated an ancient s mmering hatred to forge the Decepticon army, preying on dissatisfaction with the Autobots to orchestrate Cybertron s millennia-long civil war. Thanks to Megatron's advancements, most Decepticons are capable of self-propel ed flight in robot mode

DECEPTICONS

RISE TO POWER

Megatron rose to prominence as a star of Cybertron's gladiatorial games [See Gladiatorial Combat] which provided him with a platform to start attracting like-minded mechanoids to his cause. He stoked dissatisfaction with the Autobot regime, claiming that the establishment had been hindering their natural inclination for expansion and conquest. Megatron punctuated this by claiming he had learned of a vast deception, masterminded by the Autobot High Council, which was keeping the inhabitants of Cybertron in the dark about their true nature, although he never explained the full details of this conspiracy or how exactly he had discovered it, it didn't matter. His charismatic speeches swayed hundreds, then thousands, to join his cause. Megatron dubbed his clandestine organization the "Decepticons," an ironic nod to the alleged machinations of the Autobot High Council.



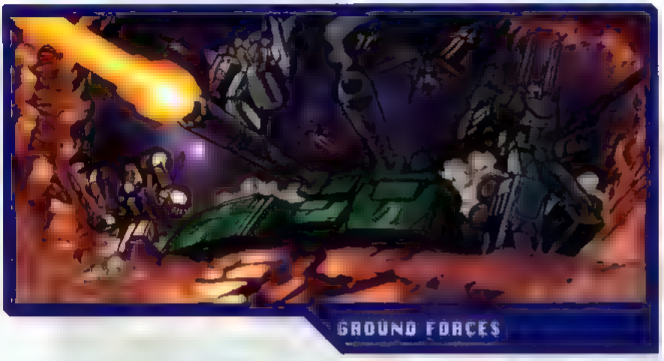
ORIGINAL CREW OF THE NEMESIS

BELIEFS AND DEVELOPMENT

The Decepticon credo, as espoused by Megatron, was simple. He decreed that certain Cybertronians were designed for conquest and glory by their very nature, and that those beings should rule in the Autobots' stead. His beliefs tapped into a deep-rooted dissatisfaction among a large portion of Cybertron's inhabitants, and they responded in droves. Particularly effective was Megatron's rhetoric about their genetic superiority to the Autobots: he pointed to his superior strength and ability to fly as proof of this. Some future Decepticons, like Thundercracker, already possessed enhanced strength and flight capabilities; those that did not were subjected to Megatron's ingenious, but highly painful, reformatting process. All those who went through this process were required to perform an oath of allegiance to the Decepticons, and above all, Megatron.

DECEPTICON HEROES

In these formative days of the Decepticon empire, Megatron attracted an elite cadre around himself to serve as his inner circle. Chief among his command element were Shockwave (military operations commander), Starscream (aerospace operations commander) and Soundwave (communications officer). As the Decepticon insurgence went from an underground movement to a full-fledged military coup, these Decepticons aided Megatron, including during his audacious but failed early attempt to convert Cybertron into a mobile fortress. When Megatron went about launching the Nemesis [See Nemesis, The] after the Ark [See Ark, The], he selected nine of his top warriors to accompany him, leaving Shockwave in charge of Cybertron for what was expected to be a short absence.



GROUND FORCES

Decepticon leadership suffered occasional fluctuations following Megatron's disappearance, including the reign of the mighty Scorponok, until Shockwave once again reestablished control and drove the Autobots to the brink of destruction. It seemed like total Decepticon victory was inevitable until the Great Shutdown struck, ceasing all conflict on the planet.

UNDER SHOCKWAVE'S RULE

Following his reawakening, Shockwave manipulated events in his favor, establishing control over Cybertron and ostensibly eliminating both the Autobot and Decepticon factions. While he claimed to have abolished the Decepticon military, Shockwave secretly maintained many Decepticon loyalists in reserve to act as his agents. When Shockwave was deposed during Optimus Prime's return, most of the rogues and former members rejoined the Decepticon army.



AERIAL SUPERIORITY

EARTH

The third planet of the Sol system. Earth has been a focal point of contention between the Autobots and Decepticons since its discovery. Possessing vast amounts of natural resources, Earth's potential as a source of Energon [See Energon] is a highly sought after commodity for both Cybertronian factions [See Cybertron]. In addition to its unusually high concentration of energy sources, Earth has been attracting Cybertronian attention for millennia for other reasons. When the Ark [See Ark, The] crashed on the planet, removing Megatron and Optimus Prime from the conflict on Cybertron for over four million years, it officially began Earth's role as a central element in the war between the Autobots and Decepticons.





EARTH

AWAKENING ON EARTH

The mechanoids aboard the Ark remained mostly at rest until the Earth year 1984, at this point, the Cybertronians were reawakened and began their conflict anew. The carbon-based beings that populate the Earth, humans, were slow to differentiate between the factions judging both as highly dangerous. This outlook was not helped by the incredible devastation inflicted by the combat between Autobots and Decepticons, and it would be many years before humans would join with the Autobots against their common foe.



PRIME AND MEGATRON ON EARTH



BUMBLEBEE AND THE WITWICKY FAMILY

THE HUMAN FACTOR

Among the many humans who were affected—positively and negatively—by the conflict, one particular family remained in the forefront. The Witwicky family, originally from Cleveland, Ohio in the United States, was the first to meet and ultimately welcome the Autobots. Patriarch Sparkplug" Witwicky and his son, Spike were crucial in helping the Autobots acclimate to life on their new home planet. Later, Sparkplug's other son, Buster, and Spike's son, Daniel, would also become important players in the galactic war.

ENERGON

ENERGON

Energon is the primary fuel source for all of Cybertron's inhabitants [See Cybertron] The power source exists in a raw form throughout the planet, although it has become far less plentiful throughout the course of the war Energon has also been found to exist in its raw form in varying quantities on other worlds including the third planet in the Sol system [See Earth] The unusually high quotient of Energon on this world was brought to Optimus Prime's attention by the Council of Ancients [See Matrix The] leading the Autobot leader to seek it out in the Ark [See Ark, The]



TECHNICAL SPECIFICATIONS

Energon can exist in a solid crystalline form as well as a plasma-based mode The crystalline form is typical of naturally occurring Energon deposits this raw unprocessed Energon can be damaging to Cybertronians if they are exposed to excessive quantities of it These Energon crystals are also extremely unstable and have great explosive properties Furthermore these raw crystals can interfere with scanning equipment and communications transmissions (although line-of-sight infrared transmission can overcome this deficiency) The plasma-based form is typical of processed Energon which is not dangerous to Cybertronians in large quantities but does maintain its explosive properties Other natural energy sources can also be converted into this form of processed Energon The process can be performed by large refinery machinery or done by certain Cybertronians with the internal capacity to create Energon cubes

ENERGON INGESTION

Cybertronians can ingest Energon in several different fashions they can refuel through receptacles in their alternate modes directly through their robot modes consumption orifice or activate ambient absorption circuits throughout their forms.

ENERGON-BASED WEAPONRY



ENERGON-BASED WEAPONRY

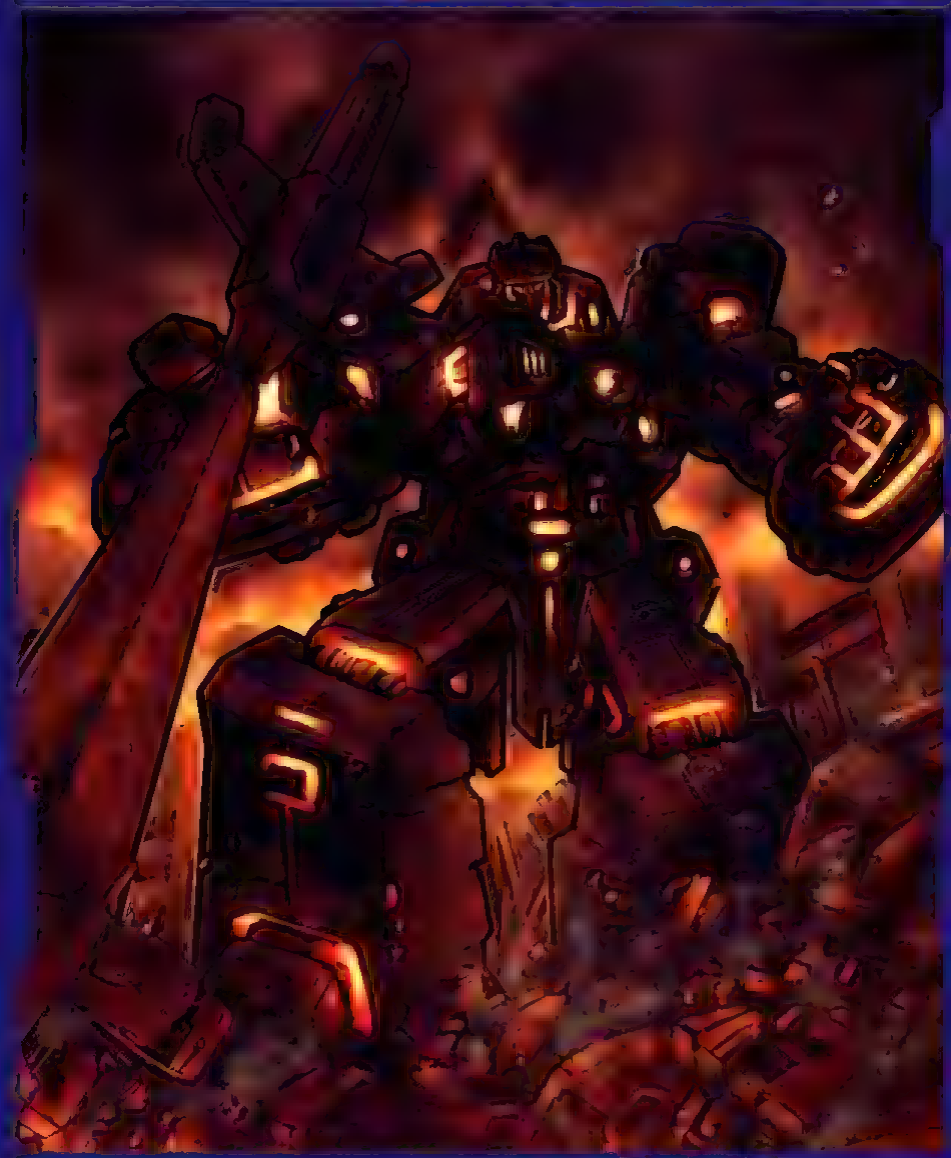
Certain weaponry uses Energon [See Energon] as more than just its power source; these "energo-weapons" directly convert Energon into weaponry enhancements. Primarily, these are edged or blunt instruments as opposed to ranged weapons such as guns. Examples include the energo-sword wielded by Grimlock and Blitzwing's electron scimitar.



GRIMLOCK'S SWORD

TECHNICAL SPECIFICATIONS

The weapons have an Energon-powered fuel cell that allows them to project an energy field around the weapon that enhances, for example, the cutting blade's properties. Once the fuel cell is drained, the weapon remains useable for standard attack, without the enhancing properties of the Energon-created force field.



THE HISTORY OF THE FALLEN

This mysterious being appeared several millennia ago during an era of the Great War when Optimus Prime and Megatron were both believed destroyed. The Fallen claimed to be one of the original Cybertronians created by the mythic Primus [See Matrix]. In order to combat the malignant force known only as Unicron [See Unicron]. Apparently the Fallen betrayed the other original Cybertronians and was cast out through unknown means until his mysterious return

THE FALLEN

ARRIVAL IN MODERN TIMES

Upon his arrival, he attempted to carry out a ceremony he dubbed "The Unbinding" to bring about some unspecified cataclysm to Cybertron. Despite his formidable powers little of the Fallen's story was actually confirmed by those who confronted him. Regardless, the saga of his destructive plans formed a terrifying era for those who had to face him during Cybertron's "Dark Ages." It is believed that the Fallen was an extremely ancient mechanoid who shared a link with the predecessors of the Autobots and Decepticons [See Autobots, Decepticons]



THE FALLEN'S ARRIVAL

ALTERNATE MODE//



TANK

GLADIATORIAL COMBAT

One of the most ancient sports on Cybertron [See Cybertron] the actual origins of gladiatorial combat are lost to the mists of time. There are those who theorize that it is a throwback to a more barbaric era, when the weak were segregated from the strong in conflicts that raged to the death, but this cannot be confirmed. What is known is that gladiatorial combat in recorded history was a primarily ceremonial contest between city-states, an amusement designed to foster good-natured competition while providing entertainment. Each city-state had its own arena, with the largest and oldest being in Kaon [See Cybertron: Kaon]

MEGATRON'S INFLUENCE

Its popularity started to wane in favor of other sports until a combatant known as Megatron sparked new interest in it. His vicious and brutal reputation attracted large crowds, eager to cheer him on as he demonstrated his remarkable combat skills and strength. The increasingly dangerous and violent nature of the sport disturbed the Autobot High Council [See Autobots], but the gladiatorial games attracted ever-growing crowds of Autobots seeking exciting amusements to relieve their boredom. An increasing number of disaffected Cybertronians, including a great number of the actual gladiators, looked to Megatron as a hopeful symbol of a new, forward-looking era.

THE ARENAS



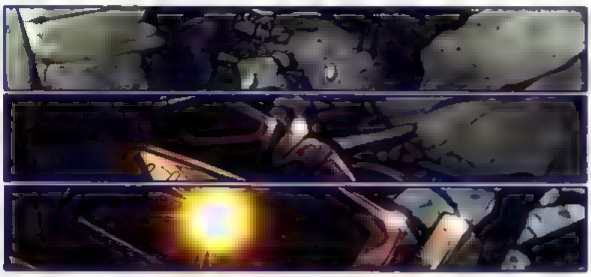
MEGATRON'S TROPHY



Megatron himself wasted no time in using his celebrity status to attract followers and spread his message; at first these were clandestine gatherings, but they rapidly became a planet-wide movement. Once the Decepticons [See Decepticons] took power, gladiatorial combat largely fell by the wayside in favor of actual warfare. Despite the destruction of organized gladiatorial games (as well as most of Cybertron's societal infrastructure), the combat lives on in a modified form. Decepticons often use the arenas to battle Autobot prisoners for their entertainment; one of the most popular variations is to force the Autobots to battle amongst each other to the death.

THE GREAT SHUTDOWN

Taking place approximately 1,205 vorns after the launch of the Ark [See Ark, The], the Great Shutdown marked the end of conflict on Cybertron [See Cybertron] for a staggering 46,952 vorns. During this time period all known Cybertronians on the planet were in enforced stasis lock, rendering them inoperative.

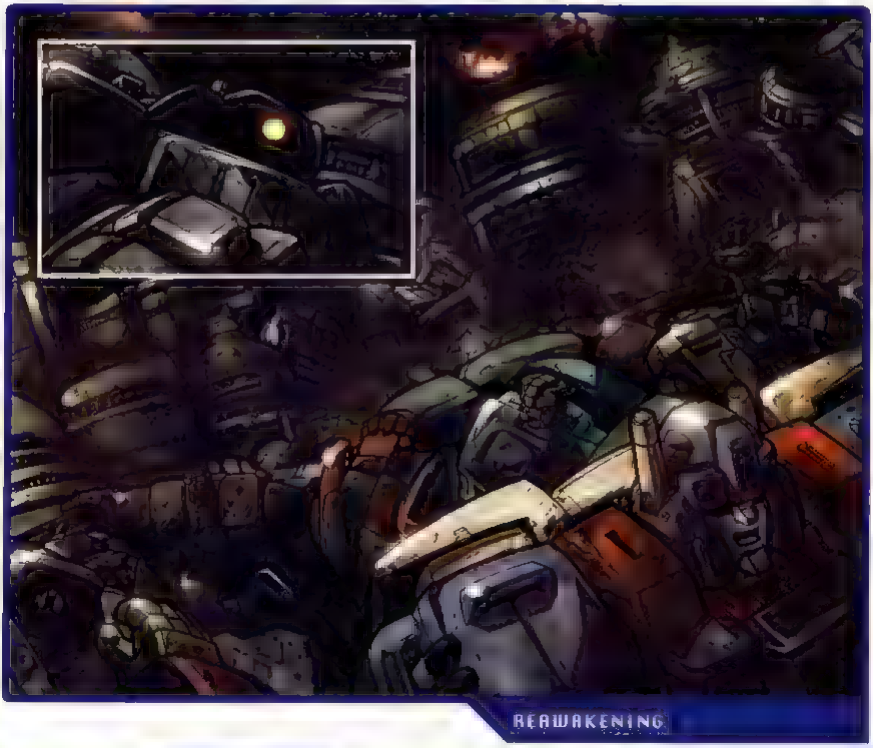


ORIGINS

The exact reasons for the Great Shutdown remain shrouded in mystery, but the basics are clear. The constant warfare on the planet had managed to not only damage it physically, but also to deplete the Energon [See Energon] that remained. The warriors on both sides realized this inevitable outcome was looming on the horizon for quite some time, and had attempted to develop several technologies to overcome it, including Micromasters [See Micromasters]. However, this only served to delay the inevitable. Once Cybertron finally ran dry of useable Energon, all of the inhabitants ultimately ground to a halt, some in the middle of combat, leaving the entire planet nothing more than a wasteland of deactivated Cybertronians.

REAWAKENING

After about 36 vorns, Shockwave was reactivated and started to reawaken the inhabitants, leading the period of the Great Shutdown to an end.



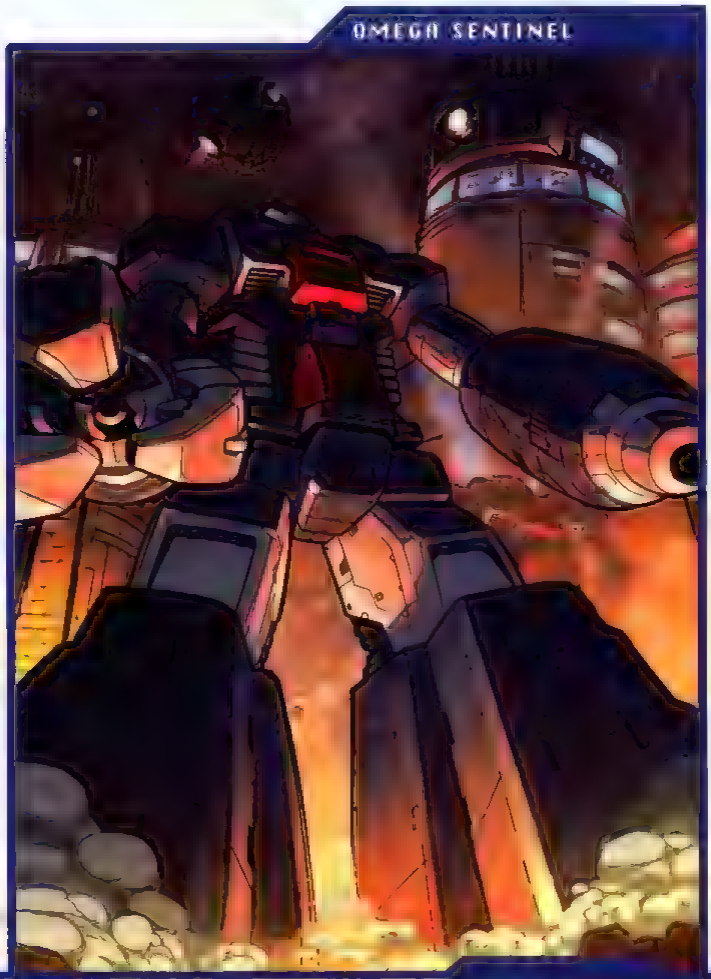
REAWAKENING

THE OMEGA SENTINELS

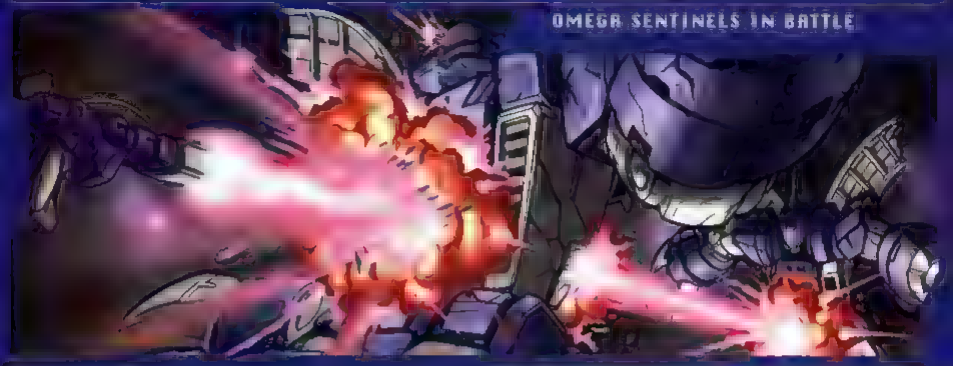
The Omega Sentinels, the more specific term for a breed of Guardian designed to defend Cybertron's [See Cybertron] most valuable resources, are some of the most massive and fearsome mechanoids ever devised. Largely lacking sparks [See Sparks] of their own, the Omega Sentinels fight furiously and without regard for anything but defending whatever they are programmed to protect. They are uncreative fighters, but they make up for it with their firepower and immense size, even fully charged Decepticon [See Decepticon] war parties were known to break off an attack if they thought they might have to come up against an Omega Sentinel.

LEAVING CYBERTRON

The most famous of the Omega Sentinels is unique in that he was granted an independent spark, dubbed Omega Supreme, he was considered powerful even among the other Sentinels. Omega was the last Sentinel created before a politically motivated outcry from the city of Kaon [See Cybertron Kaon] demanded that their production be stopped for moral reasons. He was one of the Guardians dispatched into space during the era of the Micromasters to locate the Ark [See Micromasters, Ark, The] and combat cosmic threats, others were simply retired because their high fuel demands couldn't be supported by the Autobots [See Autobots]



GUARDIAN ROBOTS



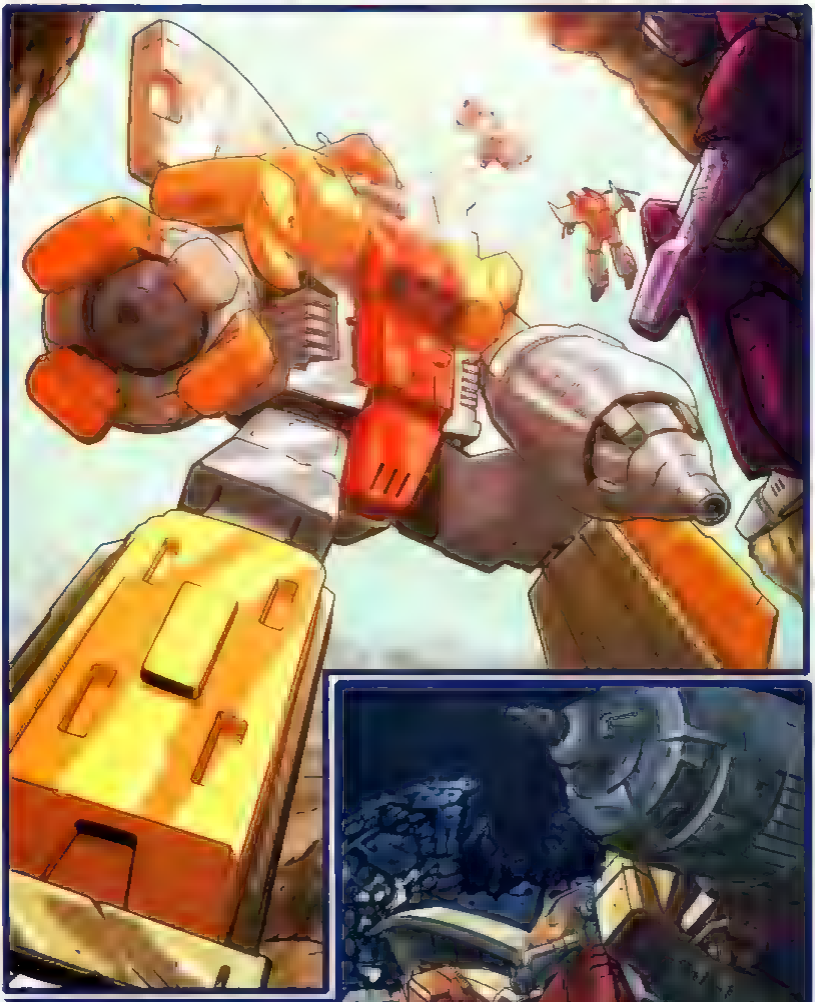
OMEGA SENTINELS IN BATTLE

UNDER SHOCKWAVE

Once Shockwave revitalized Cybertron he reactivated the last few Omega Sentinels (which had been reserved for the duty of protecting the legendary Vector Sigma [See Vector Sigma]) to guard his more important operations. These Omega Sentinels presented the primary obstacle for Optimus Prime's attack team during the battle for Iacon [See Cybertron: Iacon].







OMEGA SUPREME

HEADMASTERS

The Headmaster technology began as a simple remote control-based system that was enhanced into a binary-bonding process by the Autobot scientist Brainstorm and his humanoid partner, Arcana, on the latter's homeworld of Nebulon [See Nebulon]. The basic premise of the technology allows a carbon-based life form to be reformatted with transforming properties that let them form the head of a Transformer. It had originally been meant to combine with the Micromaster technology [See Micromasters], with the larger robot acting as its own small Headmaster to conserve energy outside of combat.

TECHNICAL SPECIFICATIONS

As perfected on Nebulon, the Headmaster process is a unique mix of biomechanical engineering and aspects of combiner technology [See Combiners]. The mechanoid's head is removed and the body is redesigned to allow a direct interface with a humanoid partner. The humanoid's body is heavily modified to allow it to contort for transformation, and it is enhanced with metallic components and body armor. The humanoid is then capable of piloting its partner's vehicle mode, or joining with them as their head in robot mode. Once out of their body armor, the humanoid is indistinguishable from an unmodified being; they do, however, have improved strength and endurance.

HEADMASTER BRAINSTORM



HEADMASTER PILOT:
ARCANA



UNEXPECTED EFFECTS

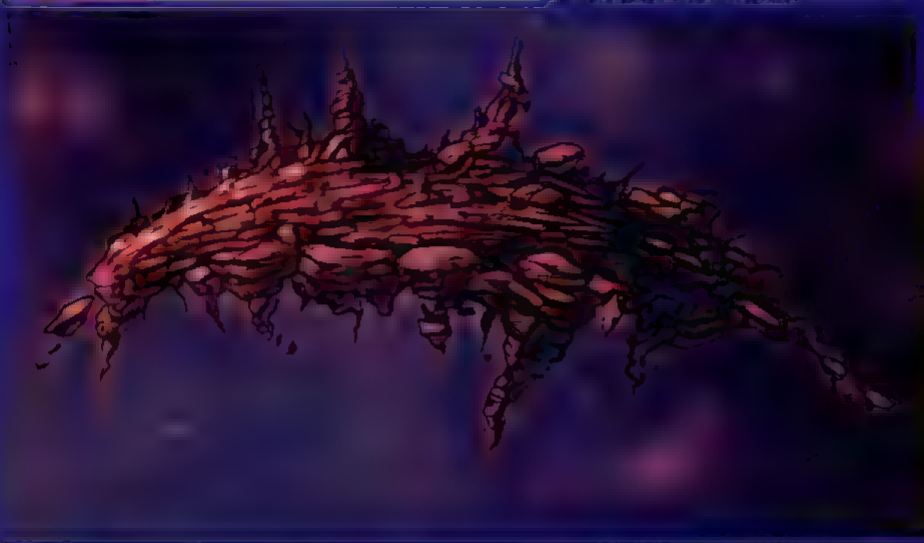
The technology has had several unexpected side-effects. Although the original plan would have had the humanoid partner maintaining complete control of the body while interfacing with the robot's "latent" memories and abilities, the actual process resulted in the Headmaster partner and host robot bonding on a mental level. The robot's consciousness is actively present when the humanoid is disconnected from the body, as well as when it is connected, although the exact degree of its presence varies from case to case. Control of the robot body is generally maintained by the robot's mind, with the humanoid enhancing its processing capabilities in the background. The partners can choose what level of cognitive input and control each of them has at any given time; smooth partnerships see greatly enhanced performance as a result of this, while conflicting minds can impede each other's functioning. It is not known what would occur if a Headmaster partner were destroyed, or what effect the destruction of the original head would have.



JUNKION

JUNK

The planet of Junk is the largest single stockpile of assorted refuse in the known universe. It began as a deep space dumping ground for Cybertronian [See Cybertron] garbage, utilizing the haphazard Space Bridge technology [See Space Bridge]. Unrecyclable garbage was transported from the site on Cybertron to a random location in space. After millions of years, the garbage had accumulated into a planetoid that became known as Junk, soon, other worlds were dropping off unwanted trash on the planetoid as well.



PLANET OF JUNK



WRECK-GAR'S SHIP

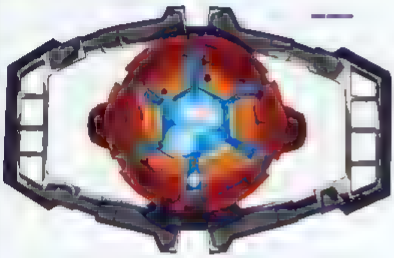
INHABITANTS

Junk is populated by a heterogeneous group of mechanoids who have dubbed themselves "Junkions," led by the chansmatic but flighty Wreck-Gar. The Junkion culture is, much like their homeworld, a collection of things from across the cosmos. The Junkions are particularly addicted to Earth's television and radio transmissions, which form the basis of much of their communication. The Junkions are not particularly violent, but they have become somewhat territorial. Since Junk has become known as the world where you can find anything you want by looking hard enough, it is often beset by treasure-hunters and thrill-seekers, and many have tried to harm or take advantage of the Junkions along the way. Now, if the Junkions suspect that visitors may be "up to no good," they'll immediately rally to drive them out. The average Junkion looks extremely ragged, but is actually quite powerful. They have so many non-essential components tacked on in their mix-and-match construction that it takes a significant amount of damage before an attacker can even find something vital to hit.

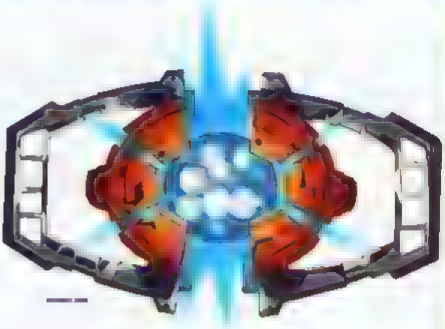
THE MATRIX

THE MATRIX

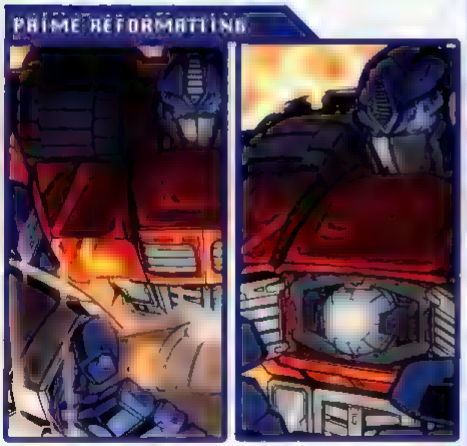
The Matrix is an ancient artifact that remains central to Cybertronian society [See Cybertron] to this very day. An object of great power, it is coveted by all the factions involved in the conflict. In addition to its symbolic significance as a marker of leadership, the Matrix is also the most effective source of new sparks—making it the fount of Transformer life.

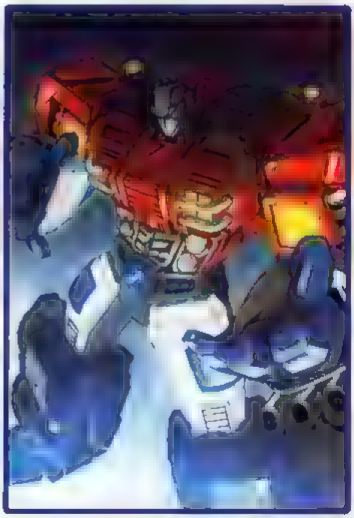


THE MATRIX: CLOSED



THE MATRIX: OPENED





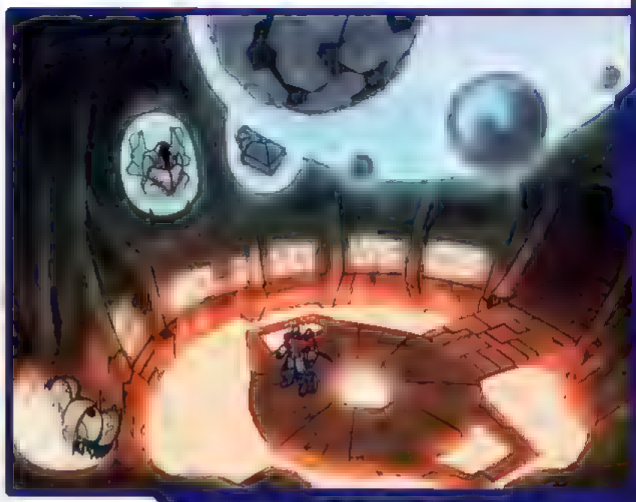
MYTHOLOGY OF THE MATRIX

The mythology—as set forth by the Cybertronian Council of Ancients, who safeguard the passage of the Matrix between Primes and are believed to furtively pull the strings of the Autobot government—is that the Matrix is a conduit for the energy of Primus, the mythic creator of the Cybertronians. It is through this conduit that new life essences are channeled, it is the source of all sparks, and also the place to which they return upon deactivation, enhancing the power of the Matrix by adding their experiences and wisdom to it. The Ancients have further espoused the dogma that the Matrix, Cybertron, and Primus himself are all intrinsically connected, and that only with that energy unified as a force for order can their race face up to its most fearsome challenge: an impossibly powerful being called Unicron [See Unicron]. Modern Cybertronian society has largely rejected these notions, in fact, the reigning belief regarding the creation of Cybertron and its inhabitants is atechnogenesis, which posits that mechanical life sprung up on its own from nothingness. Although most view the Council's stories of creation as superstition created to explain things and maintain order, the average mechanoid still retains a healthy dose of reverence for the Matrix itself.

THE MATRIX

ALPHA TRION VS. THE COUNCIL

It is rumored that the most ancient of the living Cybertronians, Alpha Trion, took issue with the Council of Ancients and their dogmatic ways, he wished to explain to the populace the "true nature" of the Matrix and its role in their society. The Council disagreed strongly, driving Alpha Trion out on his own. Since then, the many conflicting stories and doctrines regarding the creation and nature of the Matrix have confused the issue of who made it and why.



COUNCIL OF ANCIENTS



SHOCKWAVE ACQUIRES THE MATRIX

TECHNICAL SPECIFICATIONS

What is known is that the Matrix is an amazing and theoretically limitless energy source, although not one that can be harnessed in any standard fashion. Its energies have the ability to activate new Cybertronians or enhance existing ones, but they cannot be controlled per se. Only beings with an affinity for the Matrix can use it to create new life, and it is a very rare occurrence indeed for the Matrix to directly alter an existing being. This is primarily known to happen only when a new Prime is chosen; when this occurs, a ceremony takes place in the Chamber of Ancients to anoint the new Autobot leader and physically pass him the Matrix. At this point, depending on an unknown set of criteria, the new leader will be physically enhanced and renamed with a "Prime" suffix. In occurrences of improper encoding and genetic incompatibility, there is no transformation or renaming, in these cases the interim leader holds the matrix only until it can be passed to a more suitable candidate.

MICROMASTERS

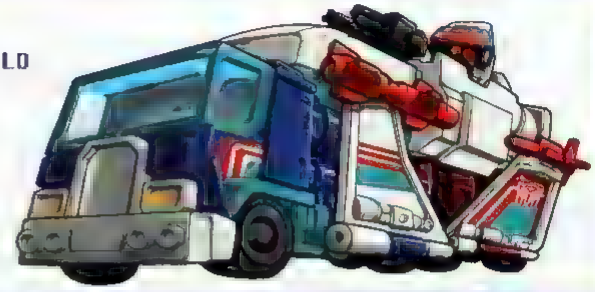
The Micromaster technology remains one of the most radical developments of the Great War. In the period immediately preceding the Great Shutdown [See Great Shutdown, The], the energy crisis on Cybertron [See Cybertron] had reached a critical point. The battles between Autobots and Decepticons [See Autobots, Decepticons] were no longer primarily about territory, but about securing energy for basic survival. With Cybertronians literally grinding to a halt due to lack of Energon [See Energon], scientists on both sides scrambled to develop smaller, more energy-efficient bodies. Recruits volunteered to test out the process, and the Micromasters were born.

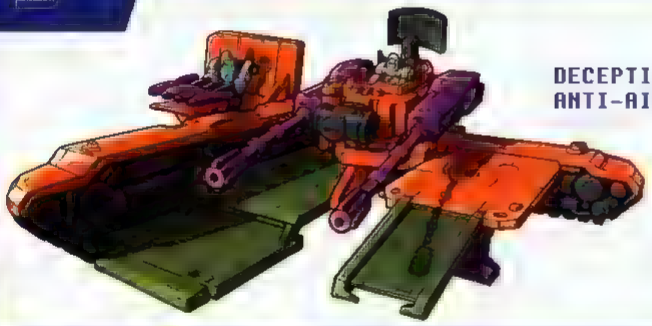


TECHNICAL SPECIFICATIONS

These smaller Cybertronians were created to replace the many less energy-efficient Cybertronians who had been forced into shutdown due to the energy shortage. Using the new technology, many of them managed to maintain significant power levels despite their small size. The Micromasters were expected to be the next evolution on both sides of the war, but they had other ideas. Disgusted by the situation that their elders had left them with, most of the Micromasters splintered into violent, anarchic gangs that roamed the growing wastelands between Cybertron's rapidly diminishing cities.

AUTOBOT BATTLEFIELD
HEADQUARTERS





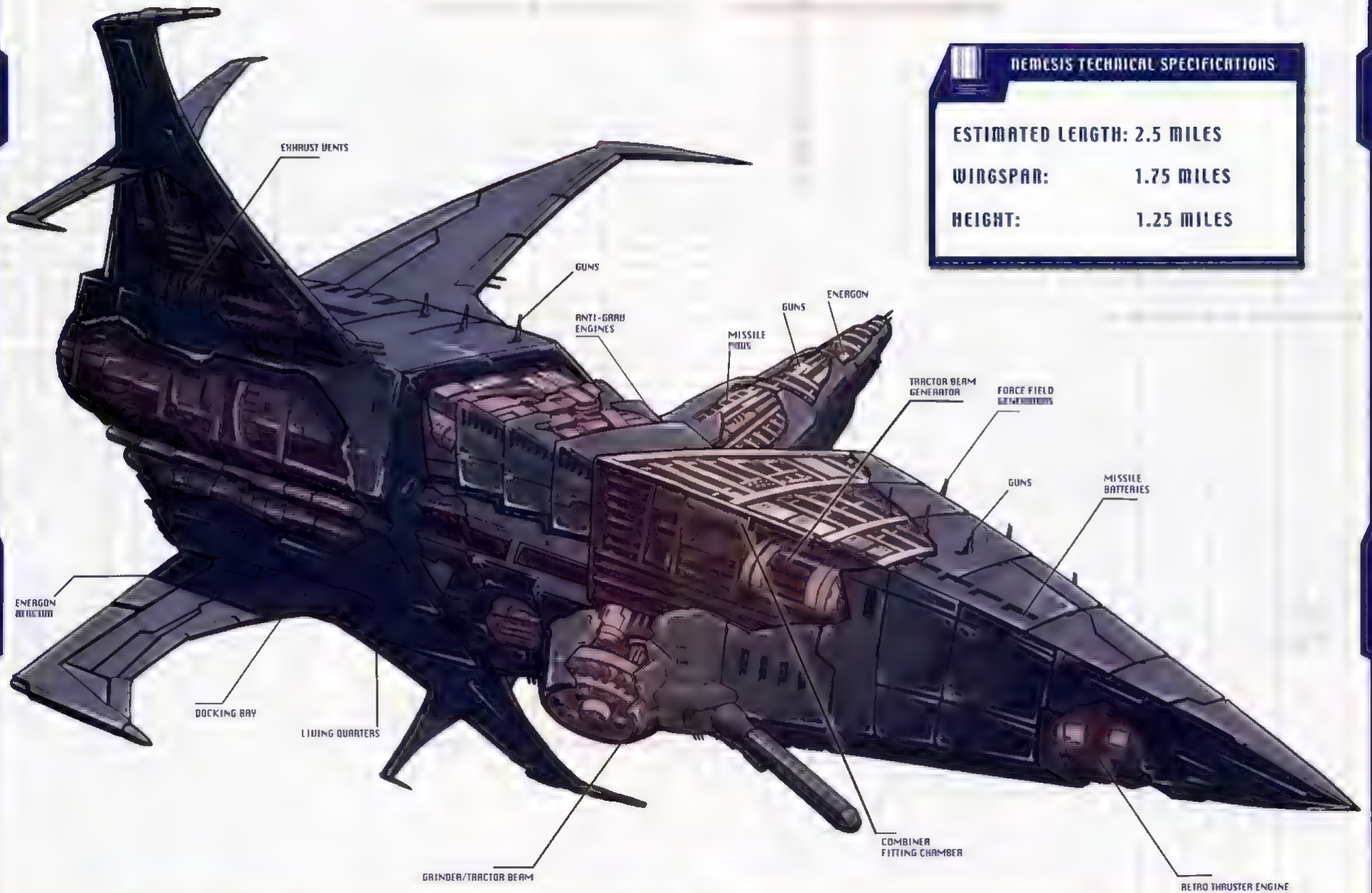
DECEPTICON
ANTI-AIRCRAFT BASE



AUTOBOT MISSILE
LAUNCHER TRANSPORT

THE NEMESIS

THE NEMESIS



NEMESIS TECHNICAL SPECIFICATIONS

ESTIMATED LENGTH:	2.5 MILES
WINGSPAN:	1.75 MILES
HEIGHT:	1.25 MILES

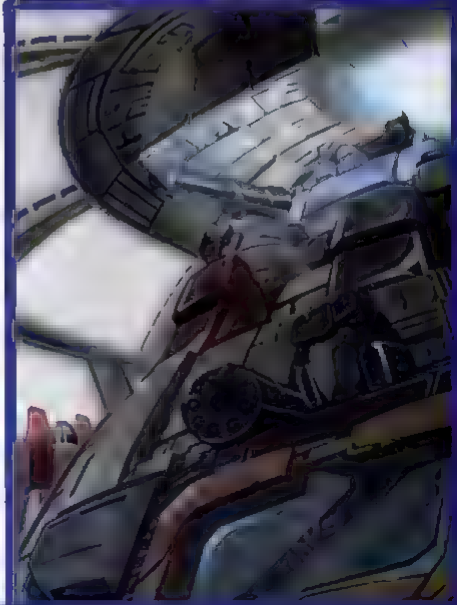
THE NEMESIS

The Nemesis was intended to be the flagship of Megatron's burgeoning Decepticon space fleet [See Decepticons]; somewhat leaner than its Autobot counterpart the Ark [See Autobots, Ark, The] it was still one of the most massive spacecrafts constructed during its era. Although it utilized the experimental Transwarp technology [See Transwarp Drive] for space travel the weapons-laden Nemesis was primarily used as a siege engine during its time on Cybertron. Large numbers of troops would disembark to swarm over Autobot targets while the craft itself would bombard strong points from above



THE NEMESIS BOARDING THE ARK

THE BRIDGE OF THE NEMESIS



TECHNICAL SPECIFICATIONS

The Nemesis is capable of comfortably accommodating approximately 200 Cybertronian mechanoids, although it can be crewed by far fewer. It is designed to maintain maximum combat efficiency with a minimal crew, and most of its controls are centralized so that they can be controlled directly from the helm if needed. In terms of armament, the Nemesis far outshines the stockier Ark, the Decepticon craft has a full array of laser cannons, heat beams, missile launcher, and anti-personnel weapons, among others

NEBULON

Nebulon is the fourth world in its solar system. It was once a peaceful planet orbiting its star many light years away from the conflict on Cybertron [See Cybertron], but it has since become irrevocably connected to the battle between the Autobots and Decepticons [See Autobots, Decepticons]



THE PLANET OF NEBULON

TECHNICAL SPECIFICATIONS

A world not unlike Earth [See Earth], Nebulon has an oxygen-based atmosphere that supports a multitude of carbon-based life forms, including the dominant, humanoid species. Its multiple moons also have civilizations of their own, including the Hive moon, which is controlled by a green-skinned, slightly insectoid race of humanoids related to the main species on Nebulon. Nebulon and its moons are known for their variety of bizarre wildlife, which ranges dramatically from tame to dangerous.

INTERACTION WITH CYBERTRONIANS

The world has become notable in the historical datatracks of Cybertron because it represents the first significant inclusion of carbon-based life forms directly in the war effort. Existing technologies were modified to accommodate the cooperation of Nebulans and mechanoids, giving birth to biomechanical hybrids utilizing the Headmaster, Targetmaster, and Powermaster technology [See respective entries]



POWERMASTERS

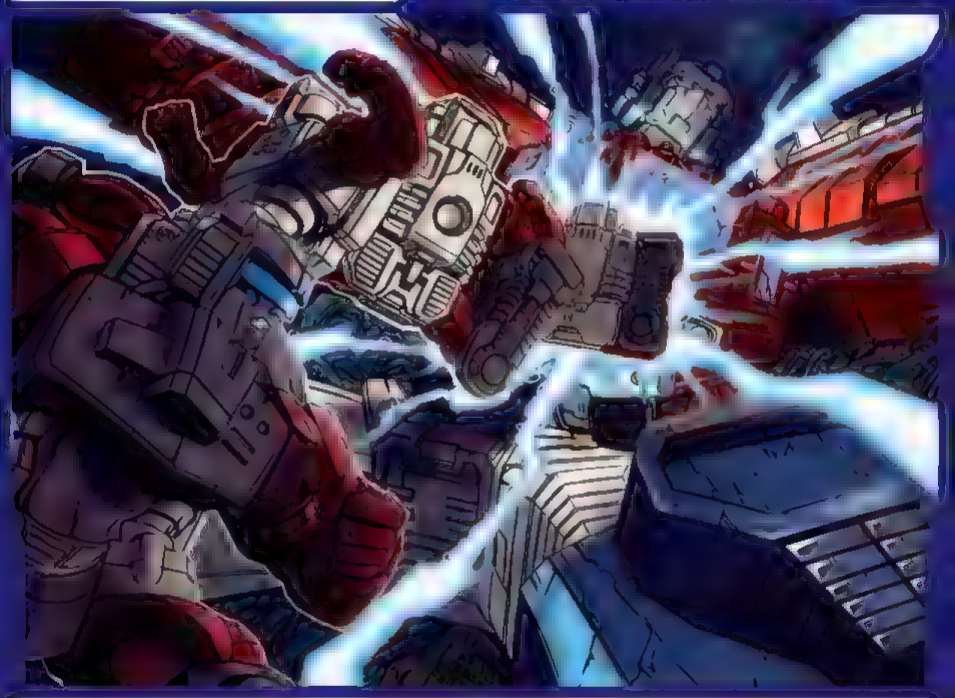
POWERMASTERS

Powermasters allow Cybertronians [See Cybertron: Inhabitants] to binary-bond with other creatures—from biological organisms to other mechanoids—in order to maximize the efficiency of their energy consumption.

DECEPTICON ORIGINS

The Powermaster technology actually started as a Decepticon [See Decepticons] idea based on records attributed to an ancient mechanoid known as Gigatron: they hoped to create a method by which they could survive and thrive on any world, a sort of "hostile environment" component. To do this, they planned to capture indigenous creatures from whatever world they were attempting to conquer and reformat them to act as power sources.

POWERMASTER GINRAI



THE POWERMASTER PROCESS

Like the other Master processes, the Powermaster process was perfected alongside the humanoid inhabitants of Nebulon [See Nebulon]. The humanoids are reformatted with mechanical components that allow them to convert into engines for the Cybertronians. While in engine mode, whatever energy the humanoid gains through biological processes (such as food consumption) can then be transferred to the binary-bonded mechanoid partner. This increases energy output considerably and simultaneously decreases the need for Energon [See Energon] consumption, allowing a Powermaster to survive on a world without normal refueling opportunities. Once out of their body armor, the humanoid is indistinguishable from an unmodified being; they do, however, have improved strength, endurance, and mental abilities.

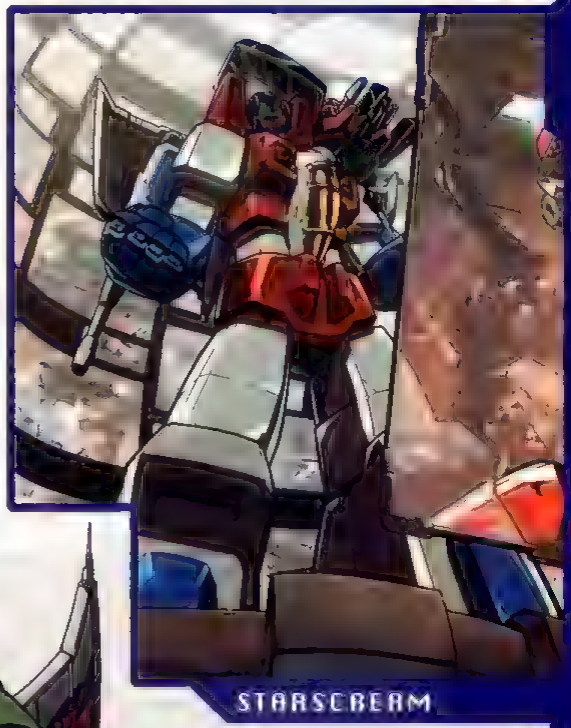
PRETENDERS

PRETENDER SHELLS

In the quest for the upper hand on the field of battle, new technologies to increase combat efficiency are always developing. The so-called Pretender shells are no exception, they originally came about as a simple form of body armor designed to enhance physical resistance to weapons fire. Soon, their use was expanded to hazardous waste-resistant armored suits, and then the most sophisticated advancement: biological disguise.

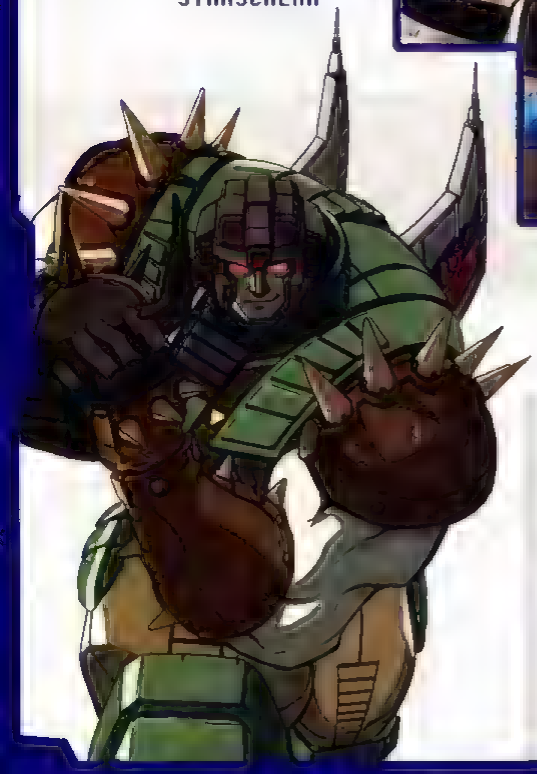
SHELL ABILITIES

In general, Pretender shells enhance their wearer's strength as well as their regenerative capabilities (in a fashion similar to CR Chambers [See CR Chambers/Stasis Pods]). Each shell is unique and can have its own special abilities, including: a radio-controlled link that allows its user to control the shell from a distance, the ability to convert into a vehicle mode of its own, etc. Perhaps the most interesting development in Pretender technology concerns shells that mimic the humanoid biology of Earthlings [See Earth]. These shells are incredibly versatile; in addition to their standard power-enhancing abilities, they can also shrink down [See Size/Mass Change] to standard human size. Once the outer layer of armor is removed, these Pretenders are virtually identical in appearance to a human being, allowing perfect infiltration into Earth society.



STARSCREAM

PRETENDER: STARSCREAM

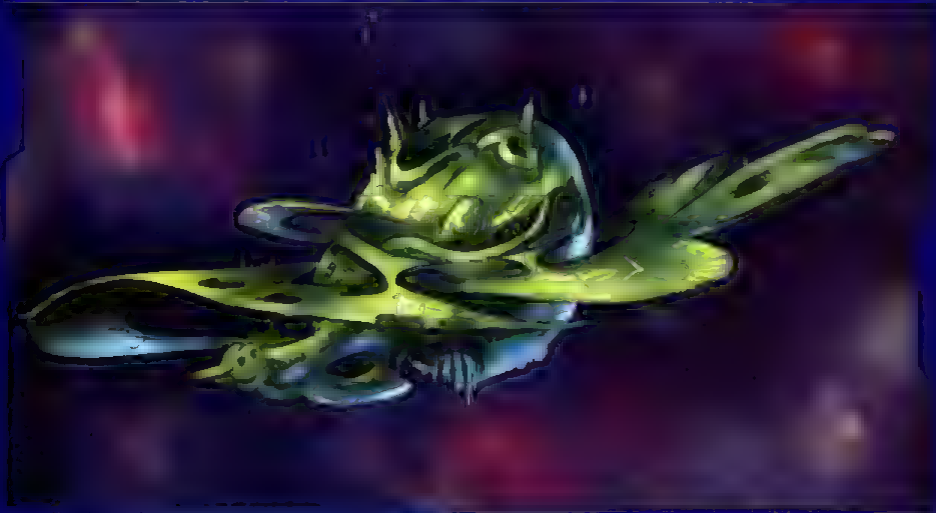


FUTURE APPLICATIONS

The success of the Pretender process and the innovations developed during its refinement lend themselves to several potential future uses. The ability to wholly mimic a biological life form presents a wide range of possibilities for covert and non-disruptive exploration of various worlds. The abilities of some Pretenders to combine and transform along with their shells indicates that it is possible to develop a Cybertronian who is able to transform from robot mode directly into a biological mode that is externally indistinguishable from existing indigenous life forms. Additionally, the regenerative capabilities of the nano-tech within some of the shells could lead to more energy-efficient, resilient Cybertronians. Scientists suspect that we could see the further development of such technology within several years.

QUINTESSA

The planet Quintessa is a metallic planetoid that was one of the first worlds in the universe to spawn intelligent life. A harsh world with extremely vicious native biomechanical life forms, Quintessa is also known for its dominant species: the cruelly inquisitive Quintessons.



QUINTESSONS

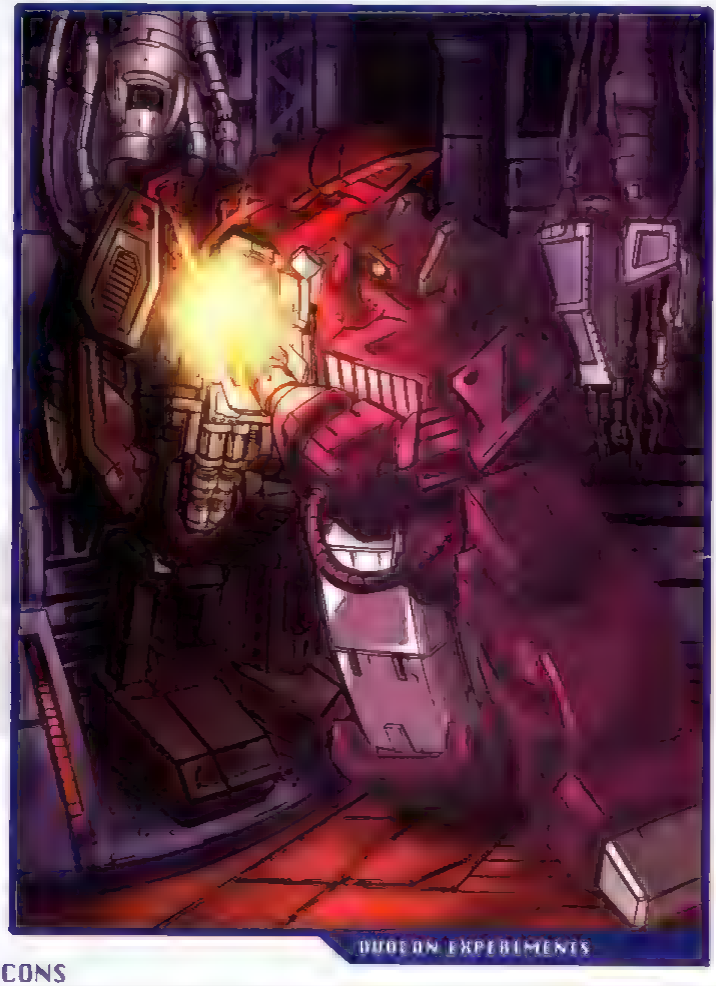
The Quintessons are five-headed creatures with semi-cylindrical bodies that hover on a thin beam of anti-gravity energy, with multiple tentacles for physical manipulation. Their exact composition is in question, but it appears that they are primarily mechanical beings with some biological elements mixed in. Throughout the galaxy, the Quintessons have become known as devious and pitiless beings who seek knowledge and power with no regard for how their quest negatively affects others. Far from being oblivious to the harm their actions cause, the Quintessons actually take a perverse pleasure in the suffering of others. Their brutal experiments and vindictive mock "judicial" system are feared by all and survived by few, if any.



SHOCKWAVE'S EXPERIMENTS

HISTORY

Following his reactivation and the end of the Great Shutdown [See Great Shutdown, The], Shockwave used all the resources at his command to expand the boundaries of his knowledge. Through the use of the Unicron-spawned Scourge [See Unicron] and the super-computer known as Vector Sigma [See Vector Sigma], he unearthed a number of arcane scientific processes, creating a hybrid of ancient and modern technologies in his quest to push Cybertronian evolution even further [See Cybertron].



DUOCON EXPERIMENTS

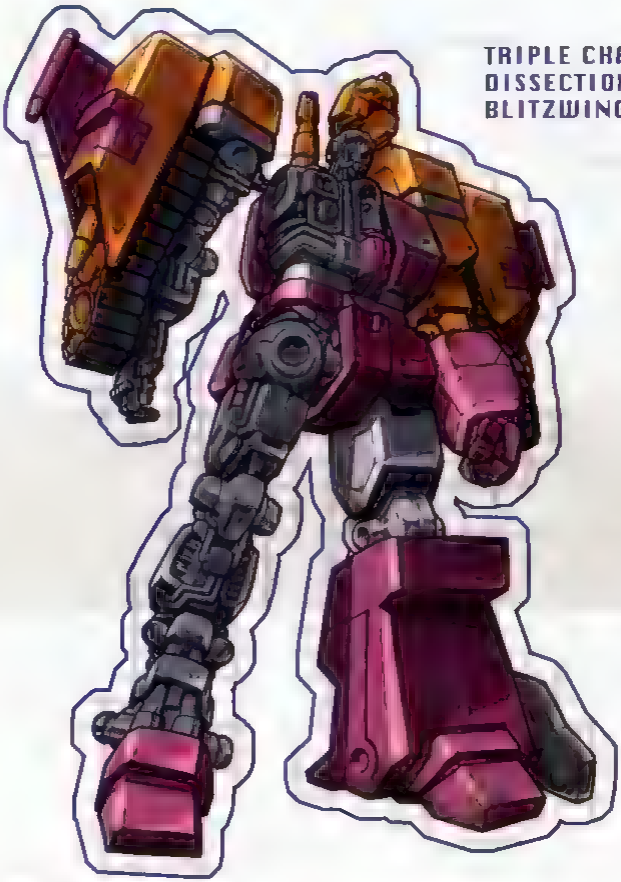
DUOCONS

While performing research on evolutionary advancement theories, Shockwave became obsessed with the idea of granting a Cybertronian the ability to switch between more than just a single alternate mode and their natural robot form. He hoped to create beings with multiple alternate modes, to maximize their combat potential. One of his first attempts was with the beings that became known as the Duocons. The Duocons were only a partially successful effort; many of the initial attempts ended with the termination of the subject, while others were rendered hopelessly insane and also had to be shut down permanently. In the end, Shockwave yielded progress with the cheerful Flywheels and the cruel Battletrap; neither could be formatted to sustain two alternate modes, but they each ended up with two separate vehicle components forming a single robot. The process had several drawbacks: both subjects' personalities were split between the vehicle modes, making them rather unstable, even in robot mode. Regardless, Shockwave was pleased with the results. The Duocons could operate on the air and ground simultaneously, although their instability was a problem. Undaunted, Shockwave continued his work to perfect the process.

SHOCKWAVE'S EXPERIMENTS

TRIPLE CHANGERS

After the Duocons, Shockwave examined the root of the problem that led to his subjects' inability to accept multiple alternate modes. Researching his materials and history, Shockwave was struck in particular by how the Fallen had singled out several particular mechanoids during the Dark Ages [See Fallen, The]. Wondering what the criteria were, Shockwave realized that there must be a hardwired genetic component predisposing certain Cybertronians to more easily acclimate to alteration and improvement. Intrigued, Shockwave sought out the Autobot warrior known as Springer to test this hypothesis further. The work on Springer yielded success, and Shockwave's goal to create a Cybertronian able to convert between three modes became a reality. Shockwave duplicated the process for several other Cybertronians, creating an elite strike force with abilities far beyond average mechanoids. In addition to their robot mode, the Triple Changers each have two alternate modes, one for aerial use and one for ground-based maneuvers. One thing that makes the Triple Changers particularly adept warriors is the speed of their transformation. The average Triple Changer can convert between modes twice as fast as the standard Cybertronian; this ability to change to the most effective mode in a fraction of a moment lets Triple Changers dominate the field of battle as a unit or individually.



TRIPLE CHANGER DISSECTION: BLITZWING

ADDITIONAL RESEARCH

In addition to his work on the Duocons and Triple Changers, Shockwave also performed major and minor experimentation in numerous other fields. One of his primary successes was the development of the Energy Transfer Module, ostensibly, this module allowed anyone in whom it was installed to draw energy directly from Cybertron, maximizing their power cell capacity and diminishing their reliance on Energon [See Energon] to negligible levels. In reality, this development was just another of Shockwave's methods to subjugate the populace while serving his own ends. Much of the energy from this process was redirected toward Shockwave's experiments with the aforementioned Vector Sigma. Shockwave also installed a complex web of audio-visual monitors throughout Cybertron (monitored by the Reflector team), as well as neural network-affecting broadcasters that slowly increased the hostility level of the populace.

SIZE/MASS CHANGE

SIZE/MASS CHANGE

During conversion, many Cybertronians [See Cybertron: Inhabitants] are capable of shifting their size, growing larger or smaller to suit the needs of their mode. There are two primary methods by which this takes place: parts compression and mass conversion.



PARTS COMPRESSION

Parts compression is the standard technique for Cybertronians who grow larger or smaller in their transformations. Its operation is relatively simple: in the smaller of the mechanoid's modes, the parts are designed to slide together in a tightly compressed fashion, filling in whatever space is available. This allows for the Cybertronian to have extra material physically stored within for use when converting to the larger mode. In that larger mode, the extra parts are shifted out, expanding their size considerably. This method does have its drawbacks, including the fact that the mechanoid in question often has weaker armor in the expanded mode. Also, this method is highly inefficient for extreme size changes.

MASS CONVERSION

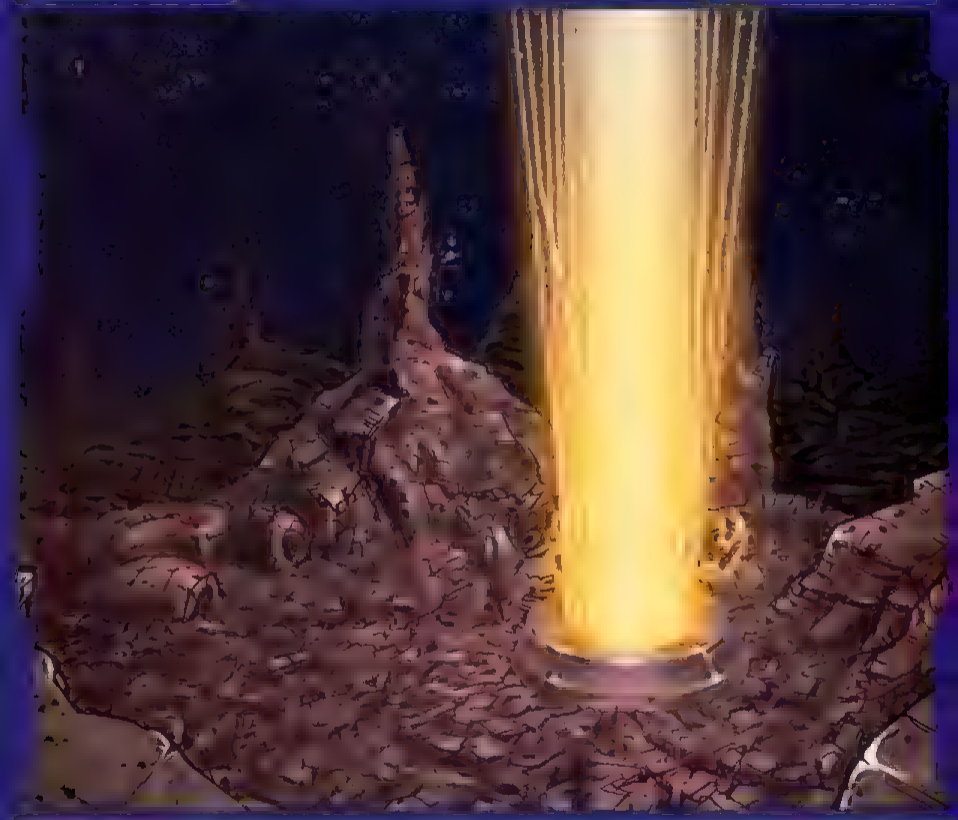
Mass conversion is the more complex of the two methods, and it represents a significant genetic difference in those who possess it. In their standard size (for example, robot mode), the basic atomic components of Cybertronians who utilize mass conversion are at rest. However, when called upon to convert into a larger or smaller mode, the very subatomic particles that compose them restructure themselves even as the being's body changes its physical configuration. Much like a Cybertronian's physical form can change its shape and properties, so can the atomic building blocks of those who possess mass conversion abilities. These particles are hardwired to reconfigure themselves according to a predetermined schematic, splitting up or combining to alter their own mass and density to match the needs of the mode in question.

SPACE BRIDGE

SPACE BRIDGES

Before the full development of effective and safe Transwarp technology [See Transwarp Drive] scientists on Cybertron [See Cybertron] were hard at work trying to develop a method for bridging the distance between locations in a faster and more effective method. This drive, coupled with the diabolical scheming of Megatron, led to the creation of the Space Bridge program.

PLANET OF JUNK/SPACE BRIDGE



FALSE START

The goal of the Space Bridge program was to create an instantaneous gateway between locations through which Cybertronians could travel. The plan started as a way to move units around Cybertron, with the ultimate goal being the transport between worlds. Megatron had prepped an experimental and highly fragile unit on Cybertron, suitable for transporting only one mechanoid with limited accuracy and success. Following the destruction of this unit and the subsequent disappearance of Optimus Prime and Megatron, the technology was judged too dangerous for continued use on living beings.

WASTE DISPOSAL

With the nonstop warfare on Cybertron, one problem that remained neglected for far too long was waste disposal. Vast amounts of wasted and useless metal and random garbage started to choke Cybertron's cities, making it even more difficult for either side to fight effectively. Eventually, both sides found a use for the remaining Space Bridge technology: removing the trash from Cybertron. Preset to a single random location in the depths of space, the Space Bridge was used to jettison the waste. After millions of years, and unbeknownst to the Cybertronians, their dumping ground became the planet of Junk [See Junk].

SPARKS

SPARKS

The most mysterious component of a Cybertronian [See Cybertron: Inhabitants], the spark is also the most fundamental. A spark is what gives Cybertronians their individuality and life. Mythology holds that each spark contains a portion of Matrix energy, which in turn comes from Primus, the legendary creator of their race [See Matrix, The]. While current science has not yet firmly established where sparks come from, it has been established that sparks are indispensable to life for Cybertronian mechanoids.



TECHNICAL SPECIFICATIONS

Essentially, a spark is a small bit of as-yet-unclassified energy. It's not known how or why they are able to grant life to a Cybertronian. When a protoform is successfully imbued with enough energy to allow the formation process to begin (either by the Matrix itself or through other means), spark energy coalesces and enters the new body. When this occurs, it begins a reformatting process that designs robot and alternate modes for the new Cybertronian (in cases where the body has not already been fully designed and built). The spark itself does not rest in any single set segment of the robot, rather it suffuses its entire being. Upon termination, it has been quantified that a certain frequency of energy is released by a Cybertronian; most believe that this is the spark leaving its body. In cases of extremely long-lived mechanoids, termination and loss of spark is accompanied by an overall pallor of the body.

FURTHER EXPLORATION

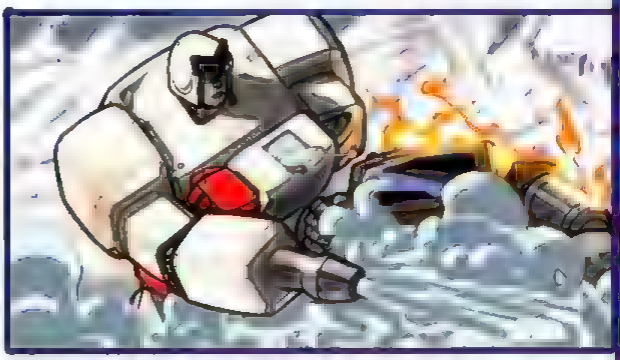
It is rumored that certain sparks carry their own special powers, granting some Cybertronians super-mechanical powers beyond their design [See Special Abilities]. While this is open for debate, there are some notable cases of aberrant sparks having strange qualities. The most popular case is the infamous Decepticon Starscream, who purportedly had an indestructible spark that could not be extinguished, and could even possess other beings. Further research and experimentation on the subject is currently proceeding.

SPECIAL ABILITIES

Some Cybertronians are known to have powers far beyond those of their fellow mechanoids. This was especially evident among the greatest heroes of the Autobots and Decepticons, the crews of the Ark and the Nemesis [See respective entries], each of whom had their own unique power. Special abilities of this nature can range from simple upgrades like imbedded laser scalpels to fully super-mechanical powers like unnatural speed or teleportation. Below are several examples of these abilities.

LASER SCALPELS

Much like most armed Cybertronians can contain their weaponry within hidden "holster" compartments, the Autobot Ratchet had his laser scalpel components imbedded in his wrists. With a thought, he could deploy not only his laser scalpels but also a cooling, fire-retardant fluid or other sprays useful in his medical work. In addition to helping in surgery, these enhancements could also be used as a surprising close-range weapon. Ratchet once unleashed them on Megatron; although the Decepticon was unfazed by the attack, he was impressed by Ratchet's ingenuity and courage.



TELEPORTATION

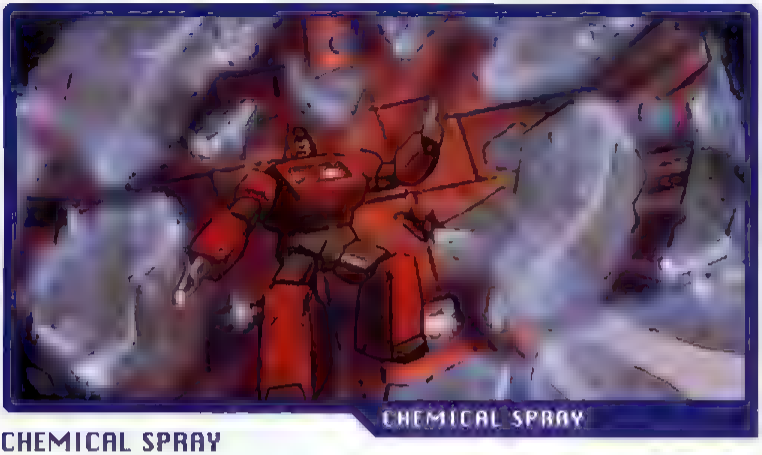
One of the most useful enhancements in terms of combat, teleportation offers an instant tactical advantage to its wielder. This power, as exemplified by the Decepticon Skywarp, allows instantaneous line-of-sight transportation within a limited range of distance. Although the accuracy diminishes over longer distances, it is still one of the most formidable powers conceivable.







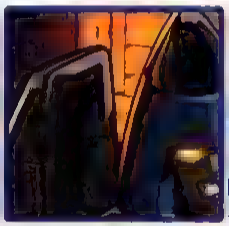
SPECIAL ABILITIES



CHEMICAL SPRAY

In addition to a chemical spray/laser rifle, the Autobot Ironhide also has an imbedded system that allows him to fire a variety of chemical sprays up to 500 feet. His options include superheated liquid metal, liquid nitrogen, a self-igniting petrochemical spray, and more, much like his rifle. The liquids are generated within Ironhide himself in a tiny but powerful reactor (his internal "chemistry set"), although pre-made cartridges can be used to replenish his supply more quickly.





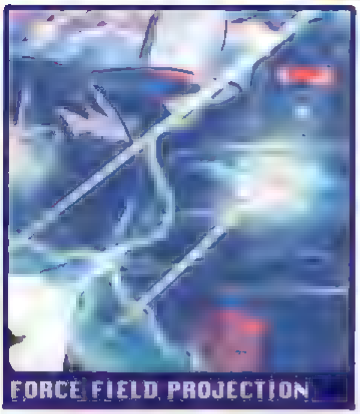




TELEPATHY

In most beings, thought processes are a series of electrical and/or chemical impulses. This ability allows its owner to detect those impulses, decode them, and reconstruct them into cohesive thoughts. This ability is possessed by the Decepticon communications officer Soundwave, who can read the thoughts of those within 100 feet of him. Soundwave can activate this ability through concentration, which he needs to maintain in order to make sense out of any thoughts he is sensing.

SPECIAL ABILITIES



FORCE FIELD PROJECTION



NULL RAY



SUPER-SPEED

SUPER-SPEED

Although there are many Cybertronians who are fast in their respective vehicle modes, this power pertains to those who also possess hyper-speed in their normal robot modes. This ability is most associated with the later Autobot hero Blurr, whose very words come out faster than most can understand or interpret them. Having his power affects a Cybertronian's entire system, the speed of everything is enhanced. This can give phenomenal speed and dexterity when moving or attacking, but intense use also drains Energon [See Energon] at an enhanced rate.

COMMON ENHANCEMENTS

The truly unique powers listed above aren't the only special enhancements, there are also more common abilities that are easily grafted onto most Cybertronians if needed. The most common are the weapons compartments where they can holster their weapons when not in use [See Cybertron: Inhabitants]. Also commonly found are the standard, flip-up wrist communicators that allow operatives to stay in contact, although their inherent range is limited (generally only several miles), they can be boosted by a central amplifier to reach over hundreds or thousands of miles.



COMMUNICATIONS

TARGETMASTERS

TARGETMASTERS

Although associated with most of the "Master" processes perfected on Nebulon [See Nebulon], Targetmaster technology was actually developed eons ago on Cybertron itself, allowing a warrior and his weapon to form the ultimate fighting team

TECHNICAL SPECIFICATIONS

The Targetmaster process binary-bonds a Cybertronian to another mechanoid, who then acts as their weapon when transformed. The process links the two on a mental and physical level, attuning them to each other and thus enhancing their ability to work as a team. In weapon mode, the Targetmaster partner can handle aiming duties while the warrior performs defensive tactics or some other maneuver. By drawing energy from their partners, Targetmaster weapons enhance their own firepower and effectiveness considerably. Targetmaster weapons cannot be used by other Cybertronians unless the Targetmaster itself allows it or is incapacitated in weapon mode. One negative effect of the process is that long-time Targetmasters, accustomed to the ease of use and assistance of their partner, have a hard time readjusting to the unforgiving nature of standard hand-weapons. The death or severe injury of either partner can have a traumatic physical and emotional effect on the other

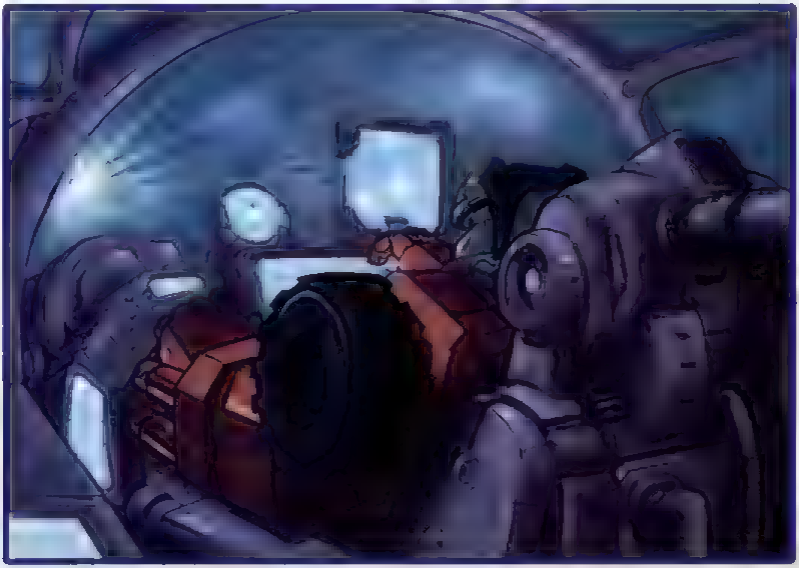


NEBULAN PARTNERS

On Nebulon, the Targetmaster process was further expanded to allow humanoids to act as partners to Cybertronians. Similar to the other "Master" processes, the humanoids are reformatted for transformation and equipped with removable armor. Their strength and endurance are increased through the robotic enhancements, although they remain outwardly normal.

TRANSWARP DRIVE

Seeking a way to replace the unstable and ineffective space bridge technology [See Space Bridges], scientists attempted to enhance the means of standard space travel. Once sub-light speed engines had been advanced to their fullest capacity the next logical area of research was faster-than-light travel. A breakthrough advancement in this field of inquiry led to the development of Transwarp drive technology.



TECHNICAL SPECIFICATIONS

The Transwarp system is a combination of faster-than-light acceleration and the use of "wormholes" to bridge the space between two points. The first element of Transwarp enhances a ship's engines to peak output, boosting sub-light speeds to light speed. This is useful for shorter trips, but ineffective for cross-galactic trips. The second, and more dangerous, element of Transwarp involves opening up rifts in the dimensional fabric of space itself. Rifts of this nature, which connect two corresponding but vastly separated points in space, are known as "wormholes." The ship's on-board computer calculates the nearest location of a rift analogous to their intended destination (using the Cybertronian galactic grid map for reference) and the craft approaches the spot at light speed. The Transwarp drive then essentially tears a hole in space, allowing the ship to pass through and emerge at the objective. A damaged, poorly functioning drive or rushed trip could have disastrous consequences, including the possibility of accidentally traveling through time and/or dimensions instead of merely space.

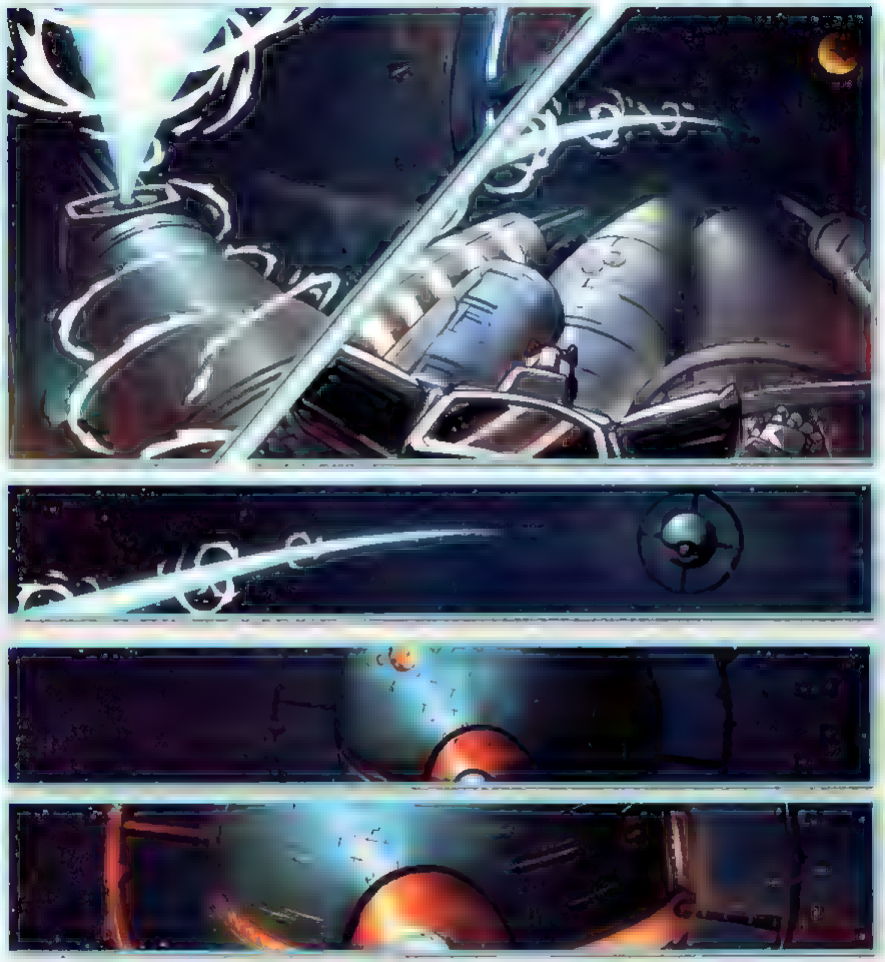


UNICRON

A name that invokes an instinctive unease and fear among all Cybertronians. Unicron is said by the Council of Ancients to be the ultimate evil, born of chaos and desiring only the destruction of Primus and his creation, Cybertron. [See Cybertron, Matrix, The]



UNICRON



MYTHIC ORIGINS

Unicron is said to have been present as an amorphous chaotic energy from before the dawn of time. After the Big Bang that created the known universes, this chaos took form and gained sentience. Its only goals were the destruction of the universe and the order it represented, embodied in Unicron's opposite number, Primus. While Primus fashioned Cybertron and its inhabitants as a defense system, Unicron crafted a fearsome, mobile form for himself. The dark being destroyed whole worlds and ravaged the universe in search of Primus, until he abruptly stopped and became dormant.

MODERN RELEVANCE

Although these beliefs were largely thought of as folklore designed to appease the masses, perceptions changed in the wake of Shockwave's era in control of Cybertron. As rumors circulated about Shockwave's intentions with Vector Sigma [See Vector Sigma], there became a very real, albeit subconscious, fear that he had awakened something far darker and more powerful than a simple myth.

VECTOR SIGMA

VECTOR SIGMA

Deep within the maze-like inner recesses of Cybertron [See Cybertron] rests a vast supercomputer that maintains the planet's vital functions and contains a near-limitless storehouse of ancient knowledge and arcane technologies. This legendary computer is known as Vector Sigma.

ALPHA TRION MONITORING VECTOR SIGMA



SIGMA'S GUARDIAN

The equally legendary Alpha Trion was said to be the caretaker of Vector Sigma, working on it from its golden years into its disrepair during the Great War. Only he is said to have the bond necessary to gain full access to all of the computer's most esoteric functions, forged through an unfathomable number of vorns spent with it.

TECHNICAL SPECIFICATIONS

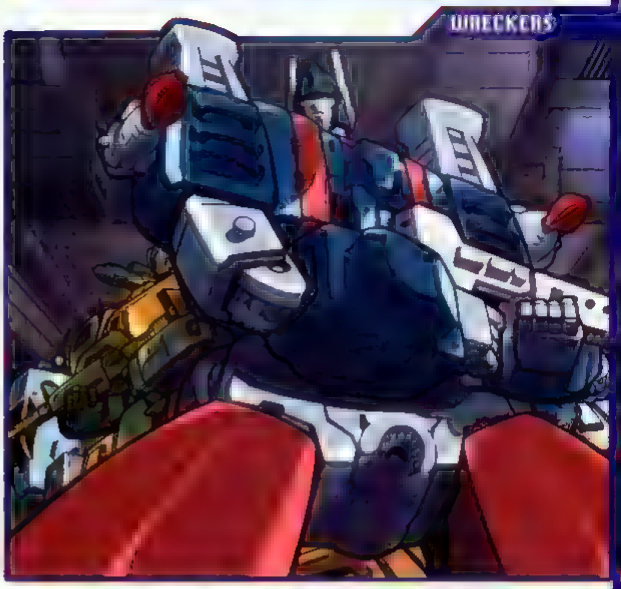
Ancient rumors about Vector Sigma's supernatural abilities and its connection to all Cybertronians, living and deactivating, persist in the popular consciousness due to the Council of Ancients' teachings [See The Matrix]; the veracity of these statements has yet to be fully determined. It was revealed that Vector Sigma is less like a simple computer and more like a sophisticated nerve center or brain, intuitively monitoring the needs of the planet and working to meet them. It is entirely possible that Vector Sigma detected the Energon crisis [See Energon] resulting from the Great War and initiated the Great Shutdown [See Great Shutdown]. The] itself, to allow Cybertron to reformat and restore itself.


VECTOR SIGMA, DEEP WITHIN CYBERTRON.
FASCINATING...
IT MUST BE, FOR YOU TO IGNORE THE FACT THAT MAXIMAL SECURITY FORCES ARE CRAWLING ALL OVER THIS BUILDING! DID YOU THINK THE AUTOBOTS WOULD LEAVE THEIR TREASURES UNGUARDED?
YOU STILL HAVEN'T EXPLAINED WHAT STRATEGIC GOAL THIS INFILTRATION SERVES. THIS ISN'T A MILITARY OBJECTIVE! WE SHOULD BE FOCUSING ON GETTING A SHIP OR MORE TROOPS, NOT WASTING OUR LIMITED RESOURCES ON RAIDING AN OLD LIBRARY! ARE YOU LISTENING TO ME--?
PATIENCE, MY OVER EAGER LIEUTENANT. REMEMBER: KNOWLEDGE IS POWER--MILITARY AND OTHERWISE--YES.
OH, AND, DINOBOT--
--YOU MAY ADDRESS ME AS MEGATRON FROM NOW ON.

WRECKERS

THE WRECKERS

An elite Autobot commando unit [See Autobots], the Wreckers are a rough-and-tumble group of warriors that aren't afraid to get a little fuel on their hands to get the job done. Although their methods are a bit callous than is standard for Autobots, they are respected well for their tenacity and bottomless courage. Their roster is ever-changing, as some leave or are destroyed in combat, but their legacy remains unchanged.



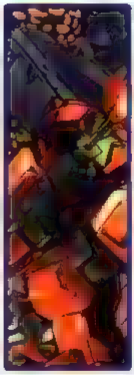
STRONG LEADERSHIP

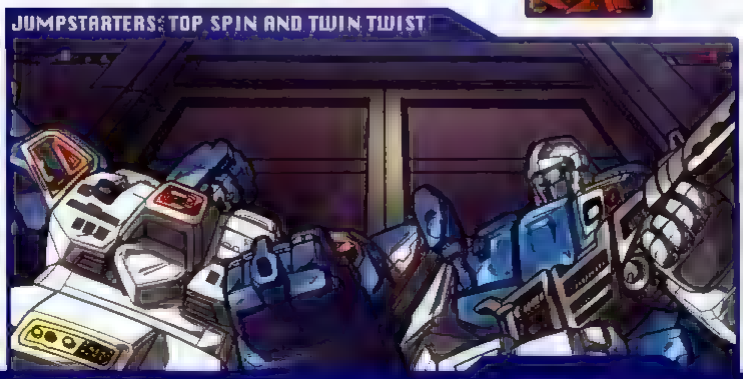
With a rotating roster that has included hotheaded mechanoids like Twin Twist and maniacal fighter like Whirl, only a strong hand could keep them in line and maintain their devotion to Autobot ideals. That role was filled by the incomparable Ultra Magnus, whose convictions were the bond that held the unit together through numerous trying times.

UNDER SHOCKWAVE

When the Autobot cause was temporarily retired during Shockwave's tenure as leader, Ultra Magnus kept the Wreckers at the ready doing what they do best: fighting the good fight. The Wreckers worked valiantly as an elite security and rapid-deployment police unit, handling situations where heavy firepower and decisive strikes meant the difference between success and failure. With Shockwave's ouster, the Wreckers gladly returned to proudly fight under the Autobot banner once more.







GLOSSARY

ALTERNATE MODE: The term for any and all other configurations of a Cybertronian aside from their basic robot mode.

ASTROSECOND: See **TIME**.

AUDIO SENSORS: The primary receptors of aural sensory information for a mechanoid. They are also referred to as **AUDIO MODULES**.

BREEM: See **TIME**.

CEREBRO-CIRCUITS: Term for the groupings of circuitry that comprise a mechanoid's brain and control higher mental functions.

CEREBRO-SHELL: A highly complex invasive device that can be implanted within cerebro-circuitry [See **CEREBRO-CIRCUITS**] to enhance, control, damage, or otherwise alter mental functions.

CHARR: A formerly populated planet that was rendered largely barren because of natural disaster; it's best known for its searing lava flows and dull-gray, rocky surface.

CYBERTRON: An ancient faction name from Cybertronian mythology.

DEACTIVATION: A shutdown phase that is akin to prolonged unconsciousness in mechanoids. Deactivation does not automatically equate to termination, although destroyed mechanoids are considered "deactivated."

DECEPTICON MATRIX: Central object of an age-old myth that states the Decepticons have their own Matrix.

DESTRON: An ancient faction name from Cybertronian mythology.

EMPTY: Derogatory slang term used for crippled, old, and/or indigent Cybertronians; "empties" were so named because they are perpetually low on fuel.

FLESHLINGS: Derogatory term for carbon-based humanoids, coined by Decepticons.

FUSION CANNON: A rare and powerful weapon with a massive destructive output; the primary weapon of Megatron, the Decepticon leader.

GLITCH: A colloquialism for a malfunction, can also be used as a derogatory noun or adjective (**GLITCHING**).

INFERNO, THE: Place of torment in Cybertronian mythology; also **THE PIT**.

GLOSSARY

MODE ATTACHMENT: Syndrome where a Cybertronian becomes so attached to a particular alternate form that they resist upgrading or reformatting to a different one.

NULL RAY: Powerful and effective weapons system that plays havoc with mechanical functions; a null ray blast incapacitates a mechanoid's ability to absorb or process power and deactivates their mental functions. A concentrated, extended assault can result in permanent damage or termination.

OPTIC SENSORS: Term for any mechanoid's primary receptors for visual information. Can also be called **OPTICS**.

PARADRON: Planet known to be capable of supporting mechanical life.

PREDACONS: A faction name whose first known usage occurred during Cybertron's Dark Ages.

REFORMATTING: The process of upgrading or otherwise modifying an existing mechanical system or being. Can also be used to apply to other species/life forms. When referring to planet-wide changes: **MECHAFORMING**.

SCRAP: A Cybertronian colloquialism referring to junk or garbage; often used as a derogatory term.

SLAG: In its colloquial meaning, this is a Cybertronian expletive; useable as noun or adjective (**SLAGGING**). Can also be used to mean "terminate" (e.g. "I'm going to slag you.").

SOL SYSTEM: The solar system containing Earth.

STASIS LOCK: A period of involuntary deactivation [See **DEACTIVATION**] brought about by physical damage or environmental effects.

TIME: Basic units of Cybertronian time, as presented in the context of Earth:
1 **BREEM** = 8.3 minutes = 1000 **ASTROSECONDS**
1 **VORN** = 83 years

TRANSFORMATION: The act performed by a Cybertronian when changing between different modes.

VORN: See **TIME**.


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